

# THE T BRÍL

Issue 4 — June 2003



# The Tobril

A DRAGONLANCE web-magazine

Issue 4 — June 2003

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## Credits

### Editor

Luis Fernando De Pippo

### Assistant Editors

Neil Burton and Richard Connery

### Layout & Cartography

Richard Connery

### Cover Artist

Diego Andres Paredes

### Interior Artists

Carlos Dias

John Grubber

### This Issue's Contributors:

Neil Burton, Richard Connery, John Grubber,  
Sean Macdonald and Luis Fernando De Pippo

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# Editorial

## Magic

—Written by Luis Fernando De Pippo



*ince I started playing AD&D 2nd edition I have always been fascinated with the power and flashiness of arcane magic.*

*Part of that fascination is thanks to Margaret Weis and Tracy Hickman's portrayal of Raistlin, a mysterious figure frail in body but powerful in magic, while in part I must also give thanks to Richard A. Knaak's portrayal of Magius as an ambitious wizard.*

So when I started playing AD&D my first character was, of course, a magic user. Everyone at the table balked at that, since we all knew a magic user was one of the most difficult classes to play for a beginner, with the difficulty in spell selection making it daunting for a newbie, not to mention the lack of hit points and poor Armor Class. Nonetheless I persevered and managed to make it to third level before I had to drop from the campaign.

It wasn't enough. My next character was Raistlin. At first I was playing Caramon, but the guy who was originally playing the magic-user could not make it to the first two sessions. Later he could, but by then he was stuck with the warrior. Even though all of the other players distrusted my

character, that campaign was really enjoyable, and both my fascination with magic and my power gamer heart were overjoyed when I made it to high enough levels to command truly powerful magic.

My longest-run player character was, as you can imagine, a wizard. In previous magazines he has been mentioned and he is, along with the cleric Clarion, one of the protagonists of Roaming Krynn. I like to use him in my writings, as I have fond memories of playing him. My DM was pretty good and he had a big collection of material so, while we started in Dragonlance and played until we finished the DLE Series, we were soon engulfed by the mists and transported to Ravenloft, not a good place to be if you are a wizard. Later we went through all of the published TSR worlds and finally did a little plane-hopping, returning to Krynn just in time to fight in the Third Gnome War in Taladas.

This long explanation is to welcome you to the first special issue of *the Tobril* dedicated, as you have probably guessed, to magic. The idea of themed issues has been with *the Tobril* team since the beginning and we felt it would be interesting to dedicate the first to my favorite topic. Inside you will find plenty of information related to the subject and we hope you enjoy this magical issue.

Luis Fernando De Pippo  
Editor of *the Tobril*

### Submitting your articles:

If you've written a piece of fiction, reference, gaming or have some other Dragonlance-related article to show the community and would like to see it in an future issue of *the Tobril* just send your proposals to [tobril@dragonlance.com](mailto:tobril@dragonlance.com). We're also very interested in hearing your thoughts on the magazine so sharpen those quills and bring out the ink. "By the fans, for the fans."





# Roaming Krynn

## The Gray Tunnel

—Written by Neil Burton & Luis Fernando De Pippo



*larion, a cleric of Kiri-Jolith, has travelled to the isle of Sancrist, there by chance to meet Dragonbane, a wizard of the Red Robes. Casually*

*mentioning her search for the Keyser Circlet artefact, suspected to have been stolen from her order by the archmage Amon Kreeg, Dragonbane tells of his long-standing conflict with the archmage, who has yet to be brought to justice for old atrocities, and agrees to join her in the search...*

### BRIGHT EYE, 2ND OF WINTER NIGHT, CONTINUED

Clarion's departure afforded me a much-needed opportunity to gather my wits. Kreeg is one of the wiliest, most dangerous men I have ever fought, a cold and passionless adversary with all the secrets of the arcane at his disposal. I find it strange that he should take an interest in religious artifacts, since he is as far from a spiritual man as it is possible for a Krynnish wizard to be. Still, he does nothing at random, and it is a worrying turn of events.

Clarion was about as prepared for a long trip as she usually is, and while she fussed about the place filling her backpack, I took the opportunity for some light reading. Few are lucky enough to be able to carry an entire library in their back pocket—but I am one of them. *Armanum's Libraim* is a truly miraculous boon to a man of my needs, storing books in an *extradimensional* space and bringing them forth at my whim. However, my lengthy research on flying citadels bore little fruit: most of the material I found was mere speculation, several scholars' flights of fancy on a subject about which very little is actually known. These days, information is as

much a weapon as magic or blade, and we had none. It was not an auspicious start to the mission.

Rumours, though, were plentiful. It has been suggested that a second generation of citadel (as if one were needed) was developed in secret following the Blue Lady's defeat at Palanthas, a flying fortress powered by living mages existing in an out-of-body consciousness. It certainly sounds fascinating, the kind of bizarre experiment which desperate generals often attempt on the eve of defeat, and Tyrros had a lot to say on the subject when last I ran into him (literally—we were both drunk). While I didn't give it much thought at the time, the new information we had on Kreeg seemed uncannily coincidental, and was definitely the sort of scheme which would attract his attention. Beyond that, I'm not sure of anything, and the connection, while interesting, isn't really useful. All it does is prove to me how little we actually know.

Anyway, it's getting late. If I know that troublesome priest, she'll be banging on the door at the crack of dawn, and if I don't get a good night's sleep, I'm likely to get irritable.

### NIGHT'S EYE, 3ND OF WINTER NIGHT, THE GRAY TUNNEL

Grey, cold, and aggravating. That about sums up the day (and Clarion, most of the time). We started by turning toward Castle Uth Wistan—curse my luck! Perhaps I should have clued Clarion in on the bad blood that lingered between the Knights of Solamnia and myself, but frankly, I was just too tired. Couple that with the fact that a small divination I had attempted earlier in the morning had apparently suggested that we would find what we were looking for, only to lose it the Gods (in a hail of over-ripe cherries, if the spell was to be believed), and I was in a foul mood.

In any case, I had a surprise in store for her which I didn't want to spoil.

Travelling Sancrist is a marvelous experience, with its lush wooded vales and beautiful sunsets... but it was one I didn't plan for us to enjoy. In ancient times the entire land was inhabited by the ancient huldrefolk, and anywhere they thrived, so too does a phenomenon which I have come to call the Gray Tunnel. This strange extra-planar short-cut



encompasses the entire isle; you must know only what to look for, and it is there. Think vividly of your destination, and like any good teleport spell, you will arrive. (For myself, once I mastered this convenient method of travel, I turned my attention to The Gray itself, where the huldrefolk are purported to live, but sadly, the Tunnel seems to have few if any connections to their homeland.)

Clarion's look of confusion was delicious as I removed from my pack the small gray crumbling rock that is used to enable passage through the Tunnel. I broke off a small fraction for her, and, concentrating on the vibrations emanating from the rock, turned east for fifty paces. Without warning, both our bodies began to sink through the earth as if it was quicksand. I have endured this queer sensation on many occasions, and it still unsettles me to this day. Clarion, for all her renowned self-assurance, was on the brink of calling down the wrath of Kiri-Jolith on the earth before I reassured her that all was well.

After what seems like an eternity, you are dropped unceremoniously into the confines of the Tunnel itself, and no worse for the trip. It appears quite unremarkable: a well-hewn tunnel carved through solid gray rock of a kind you won't find anywhere else on Krynn, even in the arches of the huldrefolk elsewhere on Ansalon. It is cold to the touch, and leaves a slick gray film on your fingers whenever you touch it. The Tunnel is around ten feet wide, but only five feet tall; well it is therefore that most journeys are brief, for the taller among us at least.

No matter where you plan to go, the Tunnel is always a straight road. Picturing Uth Wistan in my head, we began to walk, the air buzzing with unanswered questions from the bemused cleric following behind me. I expected the journey to be short and uneventful. I was wrong.

Within just a few moments, a strange sound enveloped us, as if the walls were turning to ooze, and the tunnel disgorged a massive creature to block our path—the Grey Guardian itself. This took me aback, for not only is the creature a vile monstrosity that defies all natural laws of creation... but I had already killed it once, on my previous excursion. Thankfully Clarion kept her head, her words of prayer echoing strangely in the enclosed space, and she unleashed as fearsome a spell as I have ever seen from her. The Guardian was not even distracted by the attack, brushing it aside and swiping one slimy claw down upon the unfortunate cleric. The blow sent her reeling, smashing her into the wall where she fell unconscious—or, for all I knew, dead.

Those few seconds may have saved us both, for it gave me time to gather my wits and fight back against the beast. A volley of *Magic Missiles* barely made an impression, and the *Shout* spell with which I expected to do serious damage didn't even phase it. Expecting it to charge, I readied myself, but was taken completely unawares by the searing gout of flames it unleashed instead. My robes absorbed the brunt of the attack, but a singed wizard is a cantankerous wizard, and I called forth a *Soul Lance* to finish it off. Thankfully, this effort, at least, had the desired effect, and the Guardian was obliterated in a shower of grey gloom. However, this wasn't the first time, and fearing it could reappear at any moment, I turned my attention to my friend.

She was—happily—still breathing, but her face had a pallor I usually associate with the dead, and her body was shaking. With eyes that were glassy and unseeing, she was moaning under her breath, a string of barely discernible pleas to “take her instead.” After a few moments she recovered from the seizure, but responded to my concern by shoving me rudely aside, muttering something about minding my own business. Even to this day, she has yet to tell me what happened during those moments, and I refuse to expend any more energy worrying about it.

Thankfully, the rest of our journey went smoothly, and after just a few more minutes, the Tunnel blinked out of existence to reveal Castle Uth Wistan in the sudden daylight. Renowned as a haven from the inequities of the world at large, it was there that I expected the next piece of our puzzle to fall smoothly into place. As it happened, I was only half right.

## GAME INFORMATION: ARMANUN'S LIBRAIM

This is a miniature two-inch square mahogany representation of a set of bookshelves, enlarging to a life-sized 6' by 6' at the utterance of the command word. The shelves always appear empty in this state, though the user can both place and retrieve any book on the shelves at their whim. The books are actually stored in an extra-dimensional space, and while all rules pertaining to those spaces still apply, Armanun's Libraim can always be accessed in areas where other extra-dimensional spaces normally fail to function.

The Libraim has capacity for exactly 300 books, regardless of their actual size or nature. Thus, Fistantilus' spell-book would take up only the same amount of space as Otik's recipe for spiced potatoes, and you can, at any time, call forth an index sheet that is constantly updated whenever a new book is added or taken from the Libraim. This index is transcribed in a language of the owner's choosing.

A randomly discovered Libraim contains 2d8 × 10 books on various topics, none of which are magical. However, only four of these powerful items have been created since Urdaur, the wizard who originated the process, was killed by Fistantilus when he refused to share the secrets of the Libraim's creation.

## GAME INFORMATION: THE GRAY TUNNEL

Created in ages past long before recorded history, the Gray Tunnel is a magical passageway conjured by the ancient Huldrefolk before their departure from Ansalon. Its purpose, beyond the obvious, is lost to us, but lucky adventurers with the appropriate knowledge can still use it.

To enter the tunnel a person must possess a gray stone from one of the arches of the Huldrefolk. Since those arches are almost impossible to damage, very few enter it now, but with stones taken from the Broken Arch in Sancrist becoming more common on the black market, many are now inadvertently entering the tunnel and finding their deaths at the hands of the Gray Guardian (see below). This problem is especially prevalent on Sancrist Isle, implying that the Gray Tunnel has strong links to that part of Ansalon.



Those in possession of a stone and walking over an enchanted patch of ground, or through any arch of the Huldrefolk, will slowly sink into the earth and be surrounded by an impenetrable gray mist. No maps are known to exist of these portals, but holding a gray stone anywhere on the island causes the owner of the stone to instinctively know the direction of the nearest portal. The 'falling' effect is completely harmless, but can be distressing to those who don't know what to expect, and lasts for 2d6 minutes before disgorging the character into the tunnel itself.

The Tunnel always looks the same. It is ten feet wide and five feet tall, made of a featureless gray rock that cannot be damaged by any known attack. The most powerful magics cannot even mar the surface of the rock nor chip the least fragment of stone from its face. Stains, such as bloodstains, never form in the Tunnel, as they are immediately absorbed by it; small, unattended objects, such as bread crumbs, caltrops or other tiny objects, disappear in 2d4 minutes. Inscriptions, such as chalk-marks, also disappear at the same rate. Bigger objects, such as corpses, swords or armor, can take hours to disappear... but anything not moving in the tunnel will be absorbed eventually.

Divine magic does not function inside the Tunnel and anyone using it instantly summons the Gray Guardian to their location. Arcane magic is less seriously affected, but only elemental and sonic effects are possible inside the tunnels. Spells cast before entering the tunnel, whether arcane or divine, continue working normally until their duration expires. Permanent effects are likewise unaffected, but spell-like powers are subject to the conditions above.

To travel anywhere via the Tunnel you only have to concentrate on your destination, and start walking. Traveling time is always 20d10 minutes minus the highest intelligence score in the party. Thus, a wizard with 18 Intelligence that rolls a 36 will reach his destination after 18 minutes of travel. However, after 1d6 minutes the Gray Guardian will always converge on the location of any traveler and attack. If necessary, the Guardian will randomly select from multiple travelers.

If the Guardian is defeated the characters in question need only continue walking and they will eventually arrive at their intended destination, rising toward the ceiling of the tunnel and through the gray mists once more.

## GAME INFORMATION:

### THE GRAY GUARDIAN

The Gray Guardian is a specialized incarnation of a Stone Golem created by the huldrefolk to guard their tunnels against intruders. Standing 10 feet tall and dripping with disgusting gray slime, the features of the guardian always appear obscured as if seen through a soupy mist.

#### Combat

The Gray Guardian appears 1d6 minutes after anyone enters the tunnel and attacks intruders remorselessly until it is "killed."

**Construct Traits:** Immune to mind-influencing spells, poison, disease and similar effects. Not subject to critical

hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity (Ex):** Resists most magical and supernatural effects except as follows. All Sonic and Force effects work as normal on the Guardian.

**Poison (Ex):** The attack of the Gray Guardian delivers an insidious poison. Only users of divine magic are affected, and must succeed at a Will saving throw (DC 25) or collapse for 3d8 rounds, reliving their guiltiest memories. When they wake they must make a subsequent Fortitude save (DC 15) or permanently lose 1d2 points of Wisdom. All other classes are immune to the poison including rangers, paladins and Knights of Solamnia, provided they are not of high enough level to cast divine spells.

**Elemental Blast (Su):** Whenever a Gray Guardian is hit by an attack to which it is immune, the following round it can choose to unleash any one of the following effects as a 15th level sorcerer: *fireball*, *lightning bolt*, *cone of cold*, *ice storm*.

**Conditional Immortality (Ex):** As long as the Gray Tunnel endures, the guardian will be there to meet the characters the next time they enter.

### The Gray Guardian

#### Large Construct

**Hit Dice:** 4d10+15 (40 hp)

**Initiative:** +0

**Speed:** 40 ft.

**AC:** 22 (−1 size, +2 Dex, +11 natural)

**Attacks:** Slimy Claw, +8 melee

**Damage:** 1d6+5

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Poison, Elemental Blast

**Special Qualities:** DR 10/+1, construct traits, magic immunity, conditional immortality

**Saves:** Fort +2, Ref +1, Will +2

**Abilities:** Str 20, Dex 11, Con —, Int 12, Wis 10, Cha 12

**Climate/Terrain:** Gray Tunnel only

**Organization:** Unique

**Challenge Rating:** 7

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —

### About the Authors

Neil Burton lives and works in the 51st State of the USA, England, where he claims to be a professional software engineer. He's been with the Council since day one but has, as yet, failed to make everyone realise that they're spelling "colour" wrong. Krynn has been his gaming home for over a decade.

Luis F. De Pippo is a journalist and the only member of the council living in Argentina. He works for the government of his country, which explains a lot about the current situation, and has been with the Whitestone Council since its formation. He is the current editor of the *Tobril* magazine you are reading.





# The Lost Towers

## Artifacts of High Sorcery

—Written & illustrated by John Grubber



*I barely remember the day the tower fell. People ask me about it, but it is locked in the mind of a child, where I can no longer reach it. Perhaps I don't want to. I remember the roar, like the sea during a storm. Indeed, I have not heard a storm in all my days on the sea that rivals that roar. Someone brought my father's helm to my mother in the weeks that followed. A year later, someone else returned his sword. It was once a great weapon, a blade of renown. It had been in our family since the early days of the empire, when the Pakin coup failed. What hangs now in the great hall is but its hilt and a foot of the blade, pitted with rust. The failed blade of a failed war. For six weeks I combed the rubble with the seneschal and other servants searching for my father's body. Too many were found, but not his. It sits buried somewhere amid the ruins. A burial on land, amidst the graves of wizards, is no place for an Ergothian.*

—Journal of Arn Kar-thon, 938IA

The destruction of the towers of High Sorcery in Daltigoth and Losarcum was, until the Cataclysm, the greatest disaster in Ansalon's long history. Tens of thousands died instantly,

bodies burned, crushed or cut to pieces by debris. The catastrophe was only the beginning though, for even now, centuries later, the ruins of the towers and the cities that held them are spoken of with awe and fear. Adventurers still enter the wreckage seeking the wealth of the cities. That few return serves only as further incentive for others to go, believing that greater risks mean greater rewards.

In the months and years following the explosions, the Conclave dispatched dozens of expeditions to chart the ruins and salvage whatever remained. Some returned, others did not. Some of these groups were wizards, while others were hired through agents of the Conclave, their true employers and purposes unknown. Many that returned spent the rest of their days haunted by voices and nightmares of the dead, some even taking their lives after going mad. The tower of Wayreth is the only place on Krynna with detailed maps of the ruins—though few have ever seen them.

### ARTIFACTS

The ruins of Losarcum and Daltigoth are permeated with magic. The explosion of the towers threw stone for miles, raining debris and death on the cities. Relics of the towers can be found almost anywhere in the ruins, though most that were on the surface have been taken, or are guarded by beings of dark might. The years have not been kind to the ruins. More buildings have toppled, taking other artifacts with them into the buried catacombs of the cities. The flooding of the cataclysm submerged parts of Daltigoth even before the salvage groups could fully survey the sites. It is almost certain that shards and pieces lay amidst the sand-choked ruins, and that twisted sea creatures stalk the depths.

### HEARTCHAMBER SHARDS

Deep within the halls of each tower of High Sorcery, lies a room of incredible power: the heartchamber. In these rooms stand a model of the tower, a focal point for the magic needed to destroy it. When the two towers were destroyed during the lost battles, mages gathered in these rooms, channeling their art into the master of the tower, and he into the model itself. None of those present for the rituals survived, but their magic lived on when the model itself



exploded and cast stone shards out across the ruins. These pieces are of varying size and number, and most are red or black, the colours of Daltigoth's and Losarcum's towers.

There are two main types of shards: greatshards and lesser shards. The former are few in number, and great in power. The Conclave went to great expense and effort to find and secure these relics, though some remain missing, even centuries later. Teams continually follow leads and scour the continent, searching for the larger pieces, even into the fifth age, seeking the artifacts to power their failing art and to prevent their misuse. Some of the dragon overlords are rumored to possess greatshards, while agents of others hunt for them.

Greatshards are about a foot long, and of varying shapes, but all have keen edges, undulled by time or the elements. Lesser shards are much smaller, and much more common. Many senior mages possess pieces which are used as amulets and sentimental reminders of darker times. There are even a few that have been mounted into handles, the jagged stone forming the blade of a dagger, the only weapon a mage of the Conclave may use. Their powers are weaker, but possessing a number of them can grant a wielder a variety of benefits to their art.

## GUARDIAN STATUES

*I saw them only once, and briefly, for at the time, I was only an apprentice, barely past my test. They were magnificent in the cold white light. They glittered as though slick with dew, yet by rights they should have been covered in dust. I had studied the arts in my youth in Silvanost, but these were of a style unknown to me. Like the legendary Golems that fought for the Conclave in the Age of Dreams, they bristled with power, even before they were awakened. When their eyes blazed to life and they turned in unison, like Solamnic knights, I shivered. Woe to those poor fools that faced the stone swords they wielded. I was ushered out of the tower soon after, sent through to Wayreth; I was too unskilled to defend the tower, and the future of the Conclave lay with those like me. As Khadar saw us, the final group, through the portal, he bade us remember what we had done and why, and what we would see. At the time, I did not know what was to come. Now, in the twilight of my life, I wished I had died there, in a glorious battle for the sake of the art. I do not sleep as the aged should. In my dreams I*



*fight that battle, the stone guardians surround me, and we are victorious. Then, I wake to the powerless body of an old fool in a godless world, and I weep. To wither now with age is nothing, compared to watching the withering of the order itself. More painful than the loss of Silvanesti to the nightmare, it is like watching one's child and parent die at the same time.*

*Vanasar Ambrodel, Wayreth 4SC*

Few within the Conclave knew of the massive malachite statues secreted within the bowels of the towers, but after they were awakened, their story spread throughout the world of magic, as a tale of glorious battle, and a cautionary warning that even greater defenses are needed. Each tower has at least fifty, but those of the ruined towers were largely destroyed by the Knights of the Divine Hammer when they stormed the citadels of Losarcum and Daltigoth. The release of magic, combined with their own magical creation meant that not all were completely destroyed. Some of the animal-headed statues survived in pieces, and were later reconstructed by other mages, and a few are even rumored to have retained their enchantments. Most though serve now as museum pieces, silent reminders of a dark time in magic's history. Other fragments were stolen from the sites by looters, making their way across the continent in the hands

of thieves and collectors.

Kersala, the Minotaur pirate queen, is one such collector. Massively built, she leads her fleets in battle with the stone scimitar of the guardians, gifted to her by the ogre king of Daltigoth in the dark centuries following the first Cataclysm. The huge malachite weapon has saved her life on more than one occasion, its enchantment protecting her and some even say extending her life with the energy of its victims. Indeed Kersala's age is unknown, but she is ancient, a legendary scourge of the western seas.

The stonefist ogres are a clan living high in the mountains of southern Ergoth. Their leader is the bearer of the stone hand, gifted to him after he slayed its previous wielder. In a grisly and dark ritual, the victor's own hand is severed and the stone fist grafted in its place. The relic grants the holder even greater strength and some element of protection from edged weapons, but

this effect is only limited. The artifact came to the ogres in the dark ages after the Cataclysm, when the new rulers of



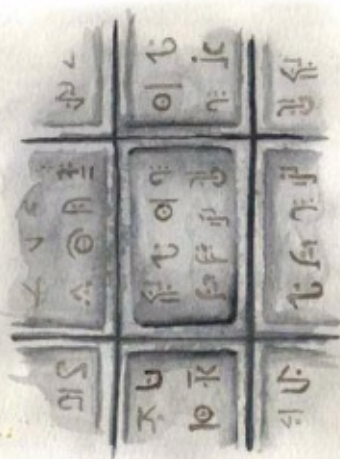


Daltigoth began to explore their conquered city. For a time, the first wielder reigned as ogre king, defeating his enemies and rising to the throne, but towards the end of his life, he abruptly abdicated, throwing the city into chaos, and led his loyal followers into the mountains, to follow a vision he claimed to have had. They never returned, instead changing their lifestyle to become nomadic raiders.

Other pieces of the statues survived, though most are damaged heavily. Some wizards possess heads of the statues, and have re-enchanted them, so the eyes glow red in the presence of magic. They make effective warning guards for laboratories and other secret chambers. Others are inert, and serve only as conversational curiosities and art objects.

## HEARTCHAMBER TILES

These tiles covered the walls of the heartchambers, their surfaces inscribed with arcane words of magic. Most were destroyed in the explosions, shattered and hurled across the cities, slaying those they struck, or embedding themselves in buildings. Full tiles are very rare, but not unknown. Some wizards use these or the larger shards as power sources, embedding them in doors and spellbooks to increase the potency of wards and guardians. The imbued magic augments the existing enchantments, both in length and power. The full shards are typically the size of a human hand, and as with lesser shards, many smaller fragments have found a new purpose as amulets. They glow in the darkness with a rosy light, the inscriptions in the magical tongues that cover them streaming bright white light when held by a mage casting a spell.



## GROVE TREE FRAGMENTS

When the towers exploded, the trees that surrounded them were also destroyed. The firestorm incinerated the foliage and the smaller branches, while the larger parts were smashed apart like kindling. Few large fragments remain, many were simply burned up in the conflagration that followed the fall of the towers, or were taken by looters soon after. The remaining charred portions are highly prized by alchemists and wizards as the basis for spellbook inks, while the trunk wood is often used to make amulets, staves and rods, containers, chests, and doors for laboratories. Wizards of the desert nomads of Khur are known for carrying wooden punchdaggers, ancient pieces of the trees of Losarcum. Slung around the neck of the wizards' billowing robes, these heirlooms are smooth stone polished by scented oils and centuries of use. There are rumors too that seeds of the



outermost trees survived, and have been grown by mages or warped into other forms of magical construct. Some are believed to have grown among the ruins, and guard those places as their ancestors did for millennia.

## FACTIONS

There are many that seek the artifacts of the towers, for their use, for protection of the populace, and for the value they hold. All have agents in cities across the continent, individuals that live their lives awaiting signals of contact before springing into action seeking out or thwarting those who pursue the artifacts.

## CHILDREN OF THE LOST TOWERS

Many wizards of the Conclave come from what could be called sorcerous families, clans of wealth, prestige and magical power. Many of these noble families lost members in the siege on sorcery, and still thirst for revenge, centuries later. Some have turned away from wizardry, and have formed a secret group. They are the children of the lost towers, former mages that seek out representatives of the gods, to bring them to a

harsh justice.

Above all, they hate the gods. The gods of magic are reviled for not intervening, the other gods for allowing things to reach the state of war that they did.

They are learned, and have spent centuries of study researching the mechanisms of divine power. Most have forgotten the specific reasons for their hatred, only the most ancient remember—elves who witnessed the losses, or others that have extended their lives with magic. They are a cult of ur-priests now, drawing power from the gods without worship and without permission, using it to act out their own agendas. They stop at nothing to thwart the highest ranking members of the Holy Order of the Stars and the Conclave, kidnapping, defaming and even murdering to achieve their goals. Their membership is protected by their family name, for few would suspect or dare to accuse such prominent lineages of such dark deeds. More than one zealous accuser has died in laboratory experiments gone awry or during ingredient procuring expeditions.

## TOUR UMBRIA

This cabal of wizards, the "Shadow Tower" exists within the Conclave, and was formed soon after the Conclave itself was established. Its existence is rumored, its structure informal, its membership secret and limited. Its members manipulate the fates of nations, and gather artifacts of great power unto themselves, bolstering the magic that aids their political



efforts. They are a select group, meeting only rarely, and even then only when necessary. They prefer to act through intermediaries, agents, and slaves. If the Conclave could be certain of the membership, something could be done to control it, but the Shadow Tower has existed for millennia as the sixth tower, complete with its own strongholds and servants, hidden far from the eyes of others.

In the days and years after the siege on sorcery, they led secret expeditions into the ruins of Daltigoth and Losarcum, killing even other mages that happened to discover them, including the official recovery teams from the Conclave itself. This is of course not widely known, for their existence is little more than rumor. The lost expeditions only added to the rumors of the ruin's dangers, indirectly aiding the team's secret recovery of bodies, artifacts and other salvage. It is rumored that in a secret valley in the Khalkists, the heartchamber of Losarcum and other rooms of the tower have been partially reconstructed, a refuge for the shadow tower, in a place others would not think to search for it. This group does not hunger for power, for with power comes responsibility and prominence. Instead it seeks influence, it desires to bend the ear of rulers, to influence actions through politics. The masked mages are powerful, but not omnipotent—secrecy is their greatest tool. They have protected the Conclave, sometimes from itself, throughout its history, even after it was disbanded, and are even rumored to have had a hand in the destruction of the Academy of Sorcery outside Solace, thereby preventing the rise of a rival power.

## DISCIPLES OF THE RISEN KINGPRIEST

There are those who believe that Beldinas, the last of the Kingpriests, did not go far enough. They believe that the destruction of the towers was not the work of the wizards, but was in fact the justice of the Kingpriest smiting the mages. In their twisted ideology, the destruction of Istar and Ansalon in the Cataclysm was the work of the wizards, further evidence that they are evil. Even though the continent was ravaged, they believe that the Kingpriest survived, protected by Paladine in the beyond, and will return when followers of great piety gather and strike Istar's enemies.

They possess several pieces of the heartchambers, including at least one greatshard from the tower of Losarcum. The glittering black shard is worn embedded in the breastplate of the high acolyte, the Kingpriest's representative on Krynn. It is this shard and breastplate that he will present to Beldinas when he returns from the beyond, as proof that his flock is devout. When that day comes, the

followers, led by Beldinas, will strike at those who had wrought such havoc and destruction. Even now they hunt mages, sacrificing them in dark rituals to prove their piety, the flayed skins decorated in the ancient church tongue, litanies begging forgiveness of Beldinas for their misdeeds in life. The rise of mysticism and sorcery has swelled their ranks, for the skilled disciples have convinced many adepts that their power is a gift of the returning Kingpriest, so they may prepare the world for his return. They played on the rise of the One God, some joining the army of Mina Stormborn preaching that the One God was the returning Kingpriest.

## DENIZENS OF THE RUINS

*I cannot sleep, for when I close my eyes I see the tower fall, again and again, I see the spirits of the dead flit about in rage, angry at their deaths and at our trespassing. Our expedition has found little, I fear looters have picked over the site long before us, and what they did not, the ogres have taken. Our numbers continue to dwindle. Hasenal is lashed to a litter now, gibbering in the old church tongue of Istar. The others don't know what he is saying, but I do. He curses us, calls us infidels and killers of children, and he recounts the slaying of many wizards on his blade in the battle. His words sting, for they are not his own, but those of a spirit that has possessed him, and is venting its wrath. He is not the first: two others suffered the same fate. Two nights ago, our third night here, Finamec the white, one of our most learned, began to chant in the night, then he rose and stood in the camp, still chanting what I later realized was a prayer to Paladine, and cut his own throat. Rahgart attacked us after he was taken, he had already slain two apprentices and we were left with no choice but to kill him. Both Rahgart and Finamec grinned wickedly before they died, but their eyes changed to terrified recognition as their life ebbed from them. The spirits had released*

*them, only long enough to die horribly. Morale is very low amongst the troop. We left as eleven, and return little more than half that. My hope is that we can escape with the dawn, before the ogres gain enough courage to come in after us. No one sleeps, we all watch each other suspiciously. No-one knows who will turn next.*

*Purvass the Red, in Daltigoth.*

Winds howl through the ruins now. Little grows in Losarcum or Daltigoth; life has largely deserted the gravesites, but they are by no means empty. The destruction of the towers, combined with the massive loss of life, was an event unparalleled in Krynn's history. In only a few traumatic seconds, tens of thousands of lives were snuffed out. From this wreckage, from the





magic unleashed, and the souls slain, new creatures were born, monstrosities that rival the terrors unleashed by the greygem.

**Shard Wights:** Horrific beings cursed to unlife, shard wights wander the ruins, preying upon the unwary and the greedy. They especially love magic users, for they hunger for magic more than anything else. They are the dead of the cities—wizards, warriors and citizens alike, each cursed by a piece of the heartchamber tower model, embedded within their bodies. Their eyes glow with a pale red light, their bodies dessicated by the centuries. They hunger for the living, for with each they consume, they regain a small piece of their vitality and intelligence. The more they devour, the more they hunger, and the more dangerous they become. There are tales of some shard wights who are indistinguishable from the living, their bodies whole and healthy, leading others amongst the ruins, preying upon treasure-seekers. They continue their hunts, relentlessly, in a vain hope that they might be released from the curse of undeath.

**Elementals:** Born of the wreckage, the death and the magic, earth elementals haunt the ruins, patrolling the territory they now claim as their own, killing any trespassers they find. Bones, wood and bits of fine masonry jut from their bodies, great heaps of earth and stone, their shard eyes glowing with an unearthly red light. They are beings of intelligence, but the circumstances of their birth have made them quite evil and insane. Massive fists have left crumpled armor and broken weapons, grim reminders to those who wander the ruins of the fate of those who came before.

**Living Winds:** The screaming winds of the ruins are not of this world, they are born of the magic and the dying screams of the victims. They form themselves in skull-faced whirling clouds of smoke and dust whenever living beings appear, sometimes attacking, sometimes merely terrorizing, driving the interlopers mad with the death-screams of their creation. Sometimes they fall silent, and other abominations

arise in their place.

**Undead:** Ghosts and other undead prowl the ruins, spectral minions of warriors, wizards, and citizens, appearing at night to re-enact their final hours, dying with anguished screams at the coming of the dawn. It is little wonder Daltigoth never recovered from the destruction and is now abandoned except for ogre squatters. The phantoms whisper throughout the daylight, warrior's cries and the spidertalk of magic, overlapping and twisting, weaving their way into the heads of trespassers, warning and questioning—threatening and pleading, to drive insane any who venture there unprotected.

There are other perils among the ruins, monsters that have begun to cover and reclaim the building shells. Once simple plants, the magic and death that permeates the sites have twisted them. Few explorers realize the creeping doom that surrounds them, bloodthirsty and implacable, sliding silently among the stones and rubble, seeking life to slake their hunger. Surviving scraps of journals tell of other horrors, red eyes staring out of the lengthening shadows at night, staying just out of firelight until they strike.

The ruins of the towers are not for the faint of heart. Few sites on Krynn are as treacherous, but few have the rewards they promise. To explore them is to invite disaster.



### About the Author

John Grubber is an aspiring artist and author who lives in the wilds of Northern Ontario, Canada. He is currently working a Fine Art Degree to compliment his anthropology, religion and education degrees. A long-time lover of Dragonlance, he hopes to work in Krynn for many years to come.





# Kender Corner

## Fable of the Clockwork Kender

—Written by Sean Macdonald



*aving received an order from the Kingpriest for a clockwork diversion, the tinker gnome sat down at his workbench and worked away with zeal. A dwarf soon came around and asked to use part of the work bench for himself. The tinker gnome acceded, and the dwarf commenced his task and worked so rapidly that in a short time his own clockwork device was finished.*

"Just look at it," the dwarf said proudly pointing at the clockwork warrior he had created, "and see how grand and fierce it is. You cannot but acknowledge that I'm a much better worker than you. See how quickly I perform my labors."

"Yes," answered the gnome looking at his own clockwork kender, "but hush up, for you bother me. Your labors are designed only for death and destruction, and will eventually be destroyed and brushed away as useless rubble; while mine will live forever and be enjoyed by Royalty for lifetimes to come."

"True art is thoughtful, delights and endures."

A favorite fable of the followers of Branchala, the Clockwork Kender is more than just an important life lesson. The story surprisingly has its origin in fact. The history of the clockwork kender begins shortly before the Fall of Istar. Falthana, the northern most province of the Istarian Empire was once a land of thick jungle forests filled with exotic flora and fauna. Its capital of Karthay was legendary for its beautiful tiered gardens and excellent tinkers.

The tinkers of Karthay were the finest in all of Istar. Their work was said to have rivaled that of the reclusive gnomes of the far south and their inventions were sought out by the wealthiest nobles of Istar. Complex clocks, delicate music boxes, intricate wind up toys, and all manner of odd inventions that ticked, scuttled and climbed were created in Karthay.

The finest of their engineers developed the fabled clockwork devices. These inventions were among the rarest and most sought after machines in the known world. Everything from clockwork mice to robotic lions were designed and built from tiny toothed gears, golden springs and precious jewels. It was even rumored that the tinkers had managed to create clockwork birds that could take to the air and soar on delicate metal wings.

The Patriarch of Falthana was especially proud of his tinkers and would frequently hold contests to encourage creativity among his engineers. The royal contest produces some of the finest machines of their time. Included among the machines was the construct of the clockwork kender. The mechanical kender was built for entertainment and was one of the most detailed machines of its time. It could walk, tell jokes and stories, laugh, sing, juggle and follow commands.

The Patriarch's family adored the little automaton and dressed it up in brightly colored outfits and brought it out to entertain guests often. During the Cataclysm the metal kender was lost. Although Falthana became an island, floods wiped out much of the capital and the kender was washed out to sea.

Centuries later a gnomish submersible, the MNS *Flounder Mark V* off the coast of Kalaman, was testing the theory that homing pigeons could be used underwater to tell the direction of land. After a week of driving in circles and figure eights the submersible settled on the ocean floor and became wedged in an outcropping of rocks. While determining the best method to salvage the ship, and possibly the crew, the gnomes heard a tapping against the hull. Assuming the noise was rock or plants shifting with the current the gnomes ignored it.

The crew of the MNS *Flounder* finally decided to fire off a number of rounds from their Whoosh Canons in an effort to shake themselves free. As it turned out the canons backfired resulting in a massive hull breach and the ship began to fill with seawater. Many of the gnomes perished but a few managed to escape on large pieces of debris from the wooden interior of the ship.

While searching for survivors one of the gnomes discovered a fascinating contraption had apparently been caught in the debris and pulled to the surface. Covered in seaweed and bits of coral, the mechanical kender was



rescued by the gnomish survivors and brought back to Mount Nevermind.

Granted to the Guild For Mechanical Science And Things That Look Vaguely Humanoid, the clockwork kender was meticulously restored and detailed back to its former glory. Unfortunately it was nothing more than an exquisite, highly complex metal mannequin. The gnomes could not agree upon how to operate the device. Some gnomes demanded that it be taken apart and reassembled, some thought it needed more rubber bands, and still others declared it a proto-type and a good starting point for future inventions of its kind, but not worth the time to restore. The debate ended the day the machine went missing.

Obsessed at the first site of the fabulous invention Gnoggin Springfitter, a mad gnome, spirited the invention away to his secret workroom deep within the bowels of Mount Nevermind. There he covertly worked upon the clockwork kender. He eventually activated the device, but it took decades to reconstruct the kender back to its original glory. Soon after he had completed the kender the home of the gnomes was invaded by Dark Knights. In an effort to stop the knights the gnomes set off an explosion that shook the volcano to its very core. Gnoggin had just enough time to get the automaton out of the underground caverns only to be captured by a troop of Dark Knights.

The captain of the troop took possession of the clockwork kender and decided to bring it back to Neraka to show his superiors. The clockwork kender never made it that far however. As the ship carrying the machine sailed northeast around Northern Ergoth a host of chaos creatures attacked from over the turbulent sea. The clockwork kender that had been tied to the mast was hit full force by a blast of chaos magic. In that instant the machine took on a life of its own. Dazed and confused the kender wandered around the ship and was knocked overboard.

Three days later the mechanized kender walked right out of the sea and into the kender town of Tower, just south of Hylo. The residents of Tower were exceedingly excited about their new arrival. Imagine a kender made completely of metal that just waltzed in from the sea! The automaton was an instant celebrity. It was given clothes and asked a million questions. "Are you male or female? Where do you come from? Do you eat? Can you speak? Did you drop this? What is your name? How did you turn all metal? Can I be metal too?" The clockwork kender listened and recorded it all. Then in a flurry of excitement the kender construct perfectly repeated back all the questions in the same exact voices of the kender that asked. Its body imitated the excited motions of the kender surrounding it.

Astounded, the kender took the clockwork kender in and made it a part of the community. They showed the mechanical kender the mysterious tower at the center of their village, which they claim is haunted by the spirit of the wizard Magius. Then they gave it a home and treated the kender as one of their own. It was given the name of Twist Cogswell and dwelled among the kender for years.

One day the keeper of the tower, an elderly kender that is said to be able to converse with the tower's spirit, approached the clockwork kender and gave Twist a magical ring. She claimed the ring was a gift from the Guardian of

the Tower. It was a ring that allowed the construct to take on the form of any kender. Twist placed the ring deep within its chest, where its heart would be. With this gift the keeper also urged the clockwork kender to take up its hoopak and explore the world as all kender do. With a sad farewell from its kender family, the kender did just that and left to see what wonders the world could reveal.

## Clockwork Kender

### Small Construct

**Hit Dice:** 6d10 (33 hp)

**Initiative:** +1 (+1 Dex)

**Speed:** 30 ft. (can't run)

**AC:** 20 (+1 size, +1 Dex, +8 natural)

**Attacks:** Hoopak +10 melee; or slam +10 melee

**Damage:** Hoopak 1d6+7; or slam 1d4+5

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Qualities:** Construct traits, change self, damage reduction 10/+1, fast healing, SR 16

**Saves:** Fort +2, Ref +3, Will +2

**Abilities:** Str 19, Dex 13, Con —, Int 10, Wis 11, Cha 10

**Skills:** Hide +5, Pick Pocket +2, Open Locks +2

**Climate/Terrain:** Any land

**Organization:** Solitary

**Challenge Rating:** 6

**Treasure:** Special

**Alignment:** Always neutral

**Advancement:** 7–12 HD (Small); 13–18 HD (Medium-size)

The clockwork kender is a sentient construct built of metal and magic. It is constructed of gold, bronze, and brass to be kender-like in build. The machine is imbued with chaos magic that allows the automaton to think for itself and react with a sentient-like consciousness.

The clockwork kender is rarely seen in this form however, as the construct is able to magically transform itself into the appearance of a normal a kender. It may change its appearance at will appearing to be male or female. The construct can also identically mimic the voice and body language of any kender it has heard speak. Using these abilities the clockwork kender has wandered the face of Krynn undetected for decades.

When cloaked in magic the clockwork kender appears to be a real kender in all physical respects. It also acts very much like a kender. Yet, there are tell-tale signs that the kender is unnatural. Being a construct the clockwork kender does not eat or sleep. When the clockwork kender takes damage it does not bleed or display any sign of being wounded and it does not appear to age, unless it changes its image to do so. It can also breathe underwater without apparent magical aid. If it is asked about these abilities it launches into one of its many kender tales.

The one drawback to the mechanical kender is an inability to distinguish right from wrong. It is very easily duped into performing deadly or hazardous tasks without much thought to the consequence of its actions. (Note: this is not much different from an actual kender.)



## Combat

The clockwork kender prefers to fight defensively much like a true kender, using missiles from behind cover. If pressed it is quite willing to attack with its hoopak or its bear hands delivering a slam attack against its opponent.

**Kender Clone (Su):** The clockwork kender can assume the appearance of any kender it has previously had contact with. This ability works like the *alter self* spell but with unlimited duration. This ability also gives the clockwork kender the same language, voice patterns and speech quirks of the cloned kender. This ability is usable at will.

**Fast Healing (Ex):** In full sunlight the clockwork kender heals 1 hit point per round. Otherwise it heals at a rate of 6 hit points per day.

**Construct Traits (Ex):** The clockwork kender is a construct. As such, it is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects and necromantic effects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to anything that requires a Fortitude save (unless it also works on objects). The clockwork kender is not at risk from death or from massive damage, but when it is reduced to 0 hit points it is destroyed. It cannot be raised or resurrected and has darkvision with a range of 60 feet.

**Skills:** The clockwork kender is trained in Pick Pocket and Open Locks.

## Society

The clockwork kender is a unique construct. There is no society of clockwork constructs. However, this construct did spend a number of years among the kender of Hylo absorbing their habits and particular nature. It was given the name of Twist Cogswell and considers the kender of that region to be its adopted family.

Now Twist wanders across Ansalon in the magical guise of different kender, fearlessly following its curiosity and acting just as any kender would. Twist has been on a number of adventures and misadventures since it left its kender home, including surviving a run in with the Overlord Gellidus in Southern Ergoth.

## Construction

The constructs body must be crafted from 500 pounds of the purest bronze.

The clockwork kender costs 25,000 to create, which includes 1,000 for the construction of the body. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) Check (DC 15).

The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *cat's grace*, *geas/quest*, *limited wish*, and *polymorph any object*.

Any clockwork kender created through this process retain all the abilities of the clockwork kender (above) except for the Kender Clone ability. That ability is specific to Twist Cogswell. Because of their intelligence clockwork kender can be trained in skills that require training before use.

## ADVENTURE HOOKS

### The Fugitive

A kender crosses paths with the adventurers chased by some particularly nasty looking fellows who mutter curses and death threats about the kender. The kender hides behind the heroes. Will the heroes try to help capture her? Will they defend her? And more importantly how did the kender just change from a blond female to a sandy haired male?

### Clockwork Companion

A local gnome wants to hire a group of adventurers to break a kender out of a distant wizard's tower. The kender is very special and must not come to harm. The wizard that has a hold of the kender is planning to disassemble him and view him from the inside out just to see what makes him tick.

### The Enemy of my Friend

A strange kender attacks the party without provocation. The clockwork kender has been tricked into believing that the party is evil and an enemy of a close friend. Who tricked this kender and sent them specifically after the party?

### Heart and Soul

The heroes encounter an odd kender that is claiming to be looking for a soul because she doesn't have one. She has been exploring haunted ruins in the hopes of finding an obliging spirit that might possess her. Why is this bizarre kender looking to be possessed and can you help her find a willing spirit in a graveyard full of undead? What will happen she does find a willing soul?



### About the Author

Sean Macdonald has been dreaming about Krynn for almost two decades and is webmaster of the largest kender website on the Internet. He is currently part of the Whitestone Council and is looking forward to the future of gaming in Dragonlance. He is kender crazy and has just finished the long awaited kender handbook called *the Kencyclopedia*.





# The Windrider

## Elven Champions II

—Written by Richard Connery; illustrated by Carlos Dias



*his highly elitist and exclusive order of warriors was born during the Kinslayer War through the hands of the*

*Speaker of the Stars Sithas and his brother, Kith-Kanan. A special branch of House Protector, the Windriders can fulfill the role of light cavalry in the field of battle but they have also took charge of other assignments like patrolling the borders of the elven realms and as escort for ambassadors and other dignitaries.*

Windriders seem to epitomise the arrogance of the elven race and never shy away from scoffing at other's races perceived flaws. Riding atop their lofty mounts they usually like to step back and take the whole world in. Their racial ponderance is accentuated by being used to survey the world from afar and dislike making rash decisions even more than regular elves.

Like their companions, Windriders have eyes like a hawk and can discern the smallest of details from a distance. They are also highly admired by their kin for their position; even a low-ranking Windrider is considered of higher caste than a House Protector superior officer. Because their training (and much of their lives) is spent with their griffins, Windriders become distraught when separated from their companion for more than a few minutes.

**Hit Die:** d10.

### REQUIREMENTS

To qualify to become a windrider, a character must fulfill all the following criteria.

**Race:** Elf.

**Base Attack Bonus:** +6.

**Skills:** Animal Empathy 4 ranks, Ride 6 ranks, Spot 10 ranks.

**Feats:** Leadership, mounted combat.

**Special:** Full-blooded and high-caste member of House Protector accepted by a griffin (as they are called in Ansalon) as companion by making a successful Handle Animal check DC 24 and not having a cohort at the time.

### CLASS SKILLS

The windrider's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier

### CLASS FEATURES

All of the following are class features of the windrider prestige class.

**Weapon and Armor Proficiency:** Windriders are proficient with all simple and martial weapons, and with light armor, but not with shields.

**Griffin Companion (Ex):** Upon entering to the Windriders the character befriends the griffin who chose him. The griffin forever replaces the character's cohort provided by the leadership feat. The griffin's CR has to be at

TABLE 1—1: THE WINDRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Griffin companion
2nd	+2	+0	+3	+0	Lance expertise
3rd	+3	+1	+3	+1	Griffin advance, mounted archery
4th	+4	+1	+4	+1	Surprise dive
5th	+5	+1	+4	+1	Griffin advance, ride-by attack



least 2 levels less than the character at the time she joins the windriders. The windrider and griffin share an empathic link similar to the one between a wizard and his familiar.

The griffin will only allow the elf to ride but the windrider may take a passenger. If entering combat the griffin can only carry up to light load or else he and the windrider suffer a -4 penalty to attacks, AC and Reflex saving throws. Should the griffin die, the windrider loses 200 experience points per windrider class level. A windrider's experience point total can never go below zero as the result of the griffin's death. The character must then wait 1 week per windrider class level as she mourns her companion before befriendng a new griffin.

**Lance Expertise:** At 2nd level the windrider receives the Weapon Focus feat as long as it chooses any one type of lance.

**Griffin Advance (Ex):** At 3rd level and again at 5th level, the griffin's life experience at the side of the windrider allows it to improve. This translates as a HD advance of 1. See the Introduction of the *Monster Manual* for more information.

**Mounted Archery:** The windrider receives the mounted archery feat as a virtual feat whenever he is mounting his griffin.

**Surprise Dive (Ex):** At 4th level the windrider knows how to take advantage of surprise and can direct the griffin to dive on top of the target. The windrider can use this ability at will but only a number of times per encounter equal to his Intelligence bonus (if any). By taking the full round action the griffin can deal an extra +2d8 of

bludgeoning, slashing and piercing damage to the victim if it successfully hits. However, to initiate this special maneuver the griffin must be no closer than 10 feet and no farther than 15 feet above his target.

**Ride-By Attack:** The windrider receives the ride-by attack feat as a virtual feat whenever he is mounting his griffin.

## EX-WINDRIDERS

For an elf to be expelled from the Windriders is to be branded a dark elf. A windrider that knowingly causes the death of his partner is hunted down and executed by the windriders; in this aspect the windriders are a lot more feral and vindictive than their kin.



### About the Author

Richard Connery has been running his current Dragonlance campaign for almost 4 years now, transferring it to D&D 3E rules in the middle of the War of the Lance. He still hopes to run a Masque of the Red Death campaign with his regular players someday. Richard's other interests include graphic design, programming and reading as much as he can, from physics papers to fantasy literature.







# The Animator's Circle

## Deconstructing the Machine

—By Myles Dillain, Wizard of the Red Robes, 421 AC



*It is not our eloquent magic which drives these constructs to our whim, it is seizure. The life we give them is not a gift, it is a sentence, one without possibility of reprieve or parole. But I am just a wizard, and ill-equipped to consider such matters.*

—Laurentian Paris,  
High Animator, 297 PC

### ORIENTATION

It is with no small measure of excitement that I put quill to paper to write this, the first official work of the newly reformed Animator's Circle of Krynn. I may add, no small amount of trepidation, either, for it is a great and long-lost legacy that I have been given the honour of reviving—or dare I say, re-animating.

No, that is inappropriate. Unlike the machines, creatures, and automata that are the focus of our studies, I am not breathing life into something which is essentially lifeless. The annals of the Circle have been buried, admittedly, these past centuries, both figuratively in the intellectual fog that descended upon the arcane arts in the last years of the Age of Might, and literally, in the flotsam and jetsam of cities and civilizations long gone. But they have never quite died, and the passion which so long ago fuelled decades of research and study into this unique branch of magic needed only a fresh, cool wind to flare anew. In this optimistic new age of Krynn, one which has seen the Gods of Magic return to the heavens and an arcane renaissance unrivalled in all the long ages of our world, it is my hope that that my colleagues and I can continue the great work of our predecessors with even a fraction of their vigour and diligence.

To those of you who have been invited to participate in the re-institution of the Circle, I bid you welcome, and would ask that you commit the contents of this document to memory before attending the first conference at our new grounds in Windkeep, south of the Qualinesti forest. To begin, some background?

### A BRIEF HISTORY OF THE ANIMATOR'S CIRCLE

Every student of magic can appreciate the diversity of the Art. Indeed, the schools of magic themselves—*Abjuration*, *Evocation*, *Necromancy*, and so forth—represent the earliest attempts of our Order to classify this multiplicity into some kind of structure, albeit a blunt one. Every school has a vast collection of spells, and every spell an infinity of subtle variations and effects. For every one of them, there will be a mage for whom the challenge of complete understanding is too alluring to resist.

So it is that through all the Ages since the erection of the five Towers, innumerable arcane organizations, enamoured of a particular branch of wizardry and tasked with uncovering all of its secrets, have thrived within the Orders. Some of these organizations were dark and secret, toiling over the foulest concoctions in service of black celestial forces, but most were open, content to let their work speak for them.

Overseen by specially-instituted peer-review boards, these expert societies would toil ceaselessly at the very forefront of arcane research, returning their findings back into the libraries of High Sorcery for all to see, share, and critique. In the 'glory days' prior to the Kingpriest's atrocities, there were dozens if not hundreds of these think-tanks, braving both the mind-numbing tedium of endless research in the dark corners of forgotten libraries, and the soul-freezing terror that such investigations occasionally unleashed upon their number. As research practises were slowly developed, casualties of mind and body were numerous, but with waiting lists far exceeding the number of vacancies available, such concerns were clearly not paramount.



## Books and Scrolls of the Animator's Circle

This significant organization suffered like any other in the years prior to the Cataclysm, but many of its records were saved by sympathetic commoners keeping them secret from the Kingpriest, or by fleeing members of the order simply stuffing as many scrolls as they could into their clothes. Such books and documents survive to this day, of varying quality, and are to be found all across Ansalon in a wide variety of unexpected locations. Unless otherwise noted, all of the documents below are non-magical, and require 48 hours of accumulated reading time over at least six days to receive their one-off benefit. Sale values can either be randomly generated, or chosen at the DM's discretion depending on who is buying the document. The Requirements entry indicates who is eligible to receive the book's benefit.

### **"Golems Unmasked", in four volumes, by Arianne Lantrees**

**Type:** Cloth scroll inside a scroll-tube of the appropriate material.

**Requirements:** Able to cast 3rd level arcane spells, any Item Creation feat.

**Language:** Elven.

**Value:** 400–1,000gp.

**Weight:** 1 lb per volume.

**Description:** A collection of four books each dealing with one of the four standard golem types: flesh, clay, stone, and iron. These books describe experiments used to deconstruct golems created specifically for research purposes, all of which resulted in the eventual destruction of the shell and the freeing of the elemental spirit.

**Benefit:** The Golem Insight special ability applicable to the golem type in question, as described in the Animator of the Circle prestige class.

### **"Elemental Two-Step", by Prayto Singer**

**Type:** Scroll sheaf bound by four silver rings.

**Requirements:** Spellcaster level 3+.

**Language:** Common

**Value:** 500–800gp

**Weight:** 1 lb.

**Description:** Delves into the nature of the elemental spirit which inhabits most constructs, using detailed evidence collected through the use of Junction, Paris' most famous creation. Replete with insights into the elemental realm.

**Benefit:** The value of the damage reduction ability of elementals is reduced by 1 hit point when fighting the reader of this tome.

### **"Journal of Alagast Hurare", by Alagast Hurare**

**Type:** Loose-leaf scrolls kept in a thin, varnished wooden box.

**Requirements:** Able to cast 3rd level arcane spells, at least two ranks in Knowledge (arcana).

**Language:** Common.

**Value:** 40–100gp (5,000gp if sold to a member of the Animator's Circle).

**Weight:** —.

**Description:** The day-to-day diaries of one of the Circle's designated overseers, this interesting and personal document describes many of the experiments performed by the organization and includes transcribed interviews with key members, including Paris himself.

**Benefit:** A +1 competence bonus in the Knowledge (Ancient Kryn) skill, and can piece together the location of the original grounds of the Animator's Circle if the reader succeed at a Knowledge (arcana) check at DC 25.

### **"God of the Machine : Essays on Animation" by Laurentian Paris**

**Type:** Leather-bound tome.

**Requirements:** Spellcaster level 14+, one of Craft Magic Arms and Armour or Craft Wondrous Item feats.

**Language:** Elven.

**Value:** 1,000–5,000gp (10,000gp if sold to a member of the Animator's Circle).

**Weight:** 3 lbs.

**Description:** This thick and ancient tome delves into the facts and theory behind the inscrutable art of construct animation, and represents the life's work of its famous author. No complete version of this book is known to exist, though three copies of extremely poor quality have been recovered in the Fifth Age alone. They all take the same form: thick scroll-like pages, bound in hard black leather and tied with leather straps sewn into the bindings.

**Benefit:** Grants the novice reader the Expert Analysis special ability as described in the Animator of the Circle prestige class, but with an analysis DC of 20 instead of the usual 15 (giving only a fixed 5% chance of success). Assuming the quality of the copy is good enough (only 20% chance), characters with any levels in the Animator of the Circle prestige class who read this book not only realise the huge value of this historical artefact to their guild, but gain a one-time experience bonus equal to their character level × 100. Inferior copies of the book tell them nothing that they don't already know from their studies.



So it was, in this great age of discovery, that the Animator's Circle was founded. The great elven mage Laurentian Paris received permission to build its laboratories in 422 PC, and in the new guild's Statement of Principles, he wrote thus:

*Our organisation shall be tasked with answering the essential mysteries of a well-known but little-studied product of the Art: the construct. Varied in form, but singular in deed, what drives them to obey our every whim until they literally fall apart? What scale tilts in sympathy with their animation? What soundless price is paid by the bringing forth of these deadly automata, which can one day swing the course of mighty battles, and the next day stand ageless guard over mere trinkets? These concerns pray on my mind, as they should on the minds of all practitioners in these immodest days of boundless discovery and seemingly limitless power.*

Even this short passage is very telling of the High Animator's wisdom, a wisdom shared by all too few of his peers. Two centuries of pure research were to follow under his leadership, in which most of the simple facts of animation which we now take for granted were theorised, investigated, and proven to the satisfaction of the Order. This included the most critical, in 298 PC, that the elemental planes (and most commonly the Elemental Plane of Earth) provide the motivational forces for arcane constructs. A hundred years of dangerous study, and no fewer than fifty-four lives, were spent proving this one fact alone. Each of these deaths was subsequently honoured with the planting of a sapling from the elven forests of Qualinesti in the laboratory grounds, though, sadly, the location of these historic buildings is still unknown (and, I may add, conspicuous in its absence from the records that I have recovered).

Honoured by the Orders, with internships highly coveted by young students, Paris' work was indisputably brilliant. Unfortunately it was to be cut short by the political troubles which overcame Ansalon in the last century before the Cataclysm. Appalled by Istar's proclamations, Paris joined his fellow elves in their retreat from the lands of men in 102 PC, and died only five years later, at the relatively young elven age of 421. His protégés valiantly continued his work even as the people began to turn on the Orders, but made few discoveries of note in the decades between his leaving and their exile from the lands of Istar in 19 PC. Far more important was their heroic effort to preserve the centuries of work contained in their libraries, with various copies of their most critical volumes, including Paris' final, definitive work *God of the Machine: Essays on Animation*, dispersed to sympathetic folk around Ansalon for safekeeping at that time. Most have been lost or destroyed, but I say with no small amount of satisfaction that my own copy of that volume, almost complete, was recovered from the hay-loft of a peasant farmer in Southlund, who had been using it for no other purpose than to prop open a sky-light.

Somehow, I think Paris would have approved.

## TIMELINE OF DISCOVERY

- 518 PC: Laurentian Paris is born in Qualinost.
- 422 PC: The Animator's Circle is founded.
- 420 PC: Construction of the Circle's four cardinal towers is completed. Organised research begins.
- 400 PC: The Circle's membership exceeds 200.
- 315 PC: Paris completes *Junction*, a unique construct designed to aid in his research.
- 298 PC: *Elemental Ring Model*: Over a hundred years of dangerous study and the deaths of more than fifty researchers culminate in the Circle's first great discovery: conclusive proof that the elemental planes provide the motivational forces for arcane constructs.
- 280 PC: Istar's declaration of World Righteousness is publicly denounced by Paris, a speech which makes him his first enemies outside the orders.
- 275 PC: The first bi-annual *Tournament Automata* is held. Four teams of mages, representing the four towers of the Circle, conjure forth powerful constructs and do battle in a series of spectacularly violent games. Every two years, the tournament attracts more and more spectators, as the notoriety of this unique sport spreads throughout all of Ansalon.
- 271 PC: A massive electrical storm sweeps across Circle grounds, laying waste to dozens of dormitories, though injuries are slight. An entire wing of documents, including all records pertaining to *Junction's* form and materials, is consumed in a fire resulting from an electrical strike.
- 265 PC: *Unity Theorem*: The North Tower of the Circle's laboratories is obliterated in what is described as an 'elemental vortex', when a group of twelve research fellows conduct unauthorised experiments in dispelling the elemental spirit from a single homunculus. Forty lives are lost, the guild's procedures are overhauled, and it is declared impossible to artificially separate a construct's shell and spirit without one or other being destroyed. The North Tower is never rebuilt, for reasons never made clear in official records.
- 188 PC: *The Catalogue of Golems* and *Golems Unmasked* are published within months of each other, resulting in a great upsurge of golem creation across Ansalon.
- 186 PC: The Orders of High Sorcery enact hasty controls on construct animation in wake of this excessive activity, and limit the public release of the Circle's findings. Annual conferences in which the year's results are discussed in open forum become the norm.
- 141 PC: A group of Istarian clergy invite themselves to meet with Paris and the senior researchers of the Circle. The meeting is cordial, but in the following days a succession of advisories is delivered demanding changes in the working practice of the guild and full accountability to the Kingpriest. The Order rejects them all.
- 118 PC: Proclamation of Manifest Virtue.
- 102 PC: Infuriated by the continuing demands of Istar and disgusted at the world around him, Paris officially resigns from the Circle, and retreats back to his home in Qualinost.
- 101 PC: Prayto Singer, a human mage, is appointed High Animator in an effort to bridge the widening gulf between



the Orders and the Istarian hierarchy. Some compromises to Istar's demands are made in the spirit of diplomacy, and a record of the Circle's membership, as well as a catalogue of constructs on the premises, is delivered to the Kingpriest.

**97 PC:** Reports of Laurentian Paris' unexpected death filter out of Qualinost.

**100-40 PC:** Despite Singer's best efforts, all experiments designed to continue the work of the Circle end in dismal failure. The mortality rate among researchers on the premises rises dramatically.

**61 PC:** Prayto Singer is killed in a failed experiment. No new High Animator is appointed, and the Circle's research fragments into a collection of small, lacklustre experiments.

**35 PC:** The work of the Circle is declared illegal by clerical emissaries of Istar and is ordered to close its doors. The senior members refuse. No subsequent action is taken by either side; however, work begins to secrete copies of the Circle's most important works in hidden corners of Ansalon.

**19 PC:** The Circle's laboratories are assaulted by a mob of citizens under the influence of the Kingpriest's propaganda. Unable to bring themselves to defend the institution in a fight that would have cost hundreds of civilian lives, the members flee. Several accounts made reference to golems simply exploding where they stood, and it is assumed that the laboratories were destroyed by these conflagrations.

## THE CIRCLE REDRAWN—ESSENTIAL NOTES FOR NEW STUDENTS

The Animator's Circle is an organization of like-minded spellcasters who have come together under the auspices of High Sorcery to uncover the remaining secrets of the art of animating constructs. It enjoys a historic legacy dating back to the Age of Might and seeks to continue the work of the hundreds of mages who laboured under the patronage of its founder, Laurentian Paris, to set the standard for the magical theory behind the process.

Under its new High Animator Myles Dillain, the Circle has embraced all of the precepts laid down at the group's inauguration, including researching the remaining secrets of the art, and diligently monitoring its use by the Orders of High Sorcery. Entry into the Circle is dependent on the applicant's experience as well as the sponsorship of an existing member. Thereafter, the candidate gains access to all of the varied works of the organization and can choose a career path within its ranks.

### ROLES WITHIN THE CIRCLE

All recruits into the Circle are asked, after a designated week of induction, to choose their role. Most adventurers will of course look to roles which allow them to support the organization from the field, but pure research positions, which can make the laboratories of the Circle a mage's home for the rest of his life, are also available (many retired adventurers are attracted to such positions). Relevant roles include:

➤ **Registrar:** Cataloguing the constructs still roaming Krynn, including their location, their nature, their purpose, and who created them.

➤ **Emancipator:** Identifying and destroying necromantic constructs animated during the Fifth Age (see the *Deathwalker* case study).

➤ **Rogue Hunter:** Tracking, capturing or destroying rogue constructs which have escaped the will of their creators.

➤ **Archivist:** Roams Ansalon seeking out lost records, documents, scrolls, and tomes of the original Animator's Circle.

All of the above roles offer a fixed salary of 5 stl per month, which can be collected from any outpost or enclave of the Orders of High Sorcery.

### Roleplaying Roles

While the Circle roles are intended mostly for flavour, players should be encouraged to roleplay their characters with their 'careers' in mind, and be rewarded for such attention to detail. For example, a Registrar who asks the DM pointed questions about a golem's lair, or an Emancipator who puts himself in grave danger to free a trapped necromantic spirit, or a Rogue Hunter who eloquently convinces his party that tracking that escaped Iron Golem is actually a good idea, should receive an additional XP award appropriate to the situation. Similarly, the DM should ensure that in adventures which involve constructs, she is readily prepared with some extra detail with which to sate the appetites of diligent Circle members. The potential for including adventure hooks in this information is limitless.

### SYMBOLY AND VESTMENTS

There is no uniform as such for the organization, but its members are at the very least expected to prominently display the Circle's iconography: four circles, arranged within an encompassing fifth.



This symbol is represented in two ways on the mage's person. First, by a set of five differently coloured metal rings, tied together with short steel chains, and worn on the fingers of the right hand. These rings represent the union of the five material and elemental planes which form the basis of most construct animation, and are coloured appropriately, with a steel ring representing the material plane. This adornment is lightly enchanted and will grow warm when it is within 30 feet of another similar set, allowing members of the Circle to quickly identify each other (note that this enchantment in no way affects the operation of other magical rings or counts as a magical ring itself). Secondly, the symbol of the Circle (shown above) is expected to be sewn or patched prominently onto the wizard's robes.





## GROUND S

- 1 – Southern border of the Qualinesti Forest
- 2 – “Noon” Research Tower
- 3 – “MidMorn” Research Tower
- 4 – “Sunrise” Research Tower
- 5 – Dormitories
- 6 – Administration
- 7 – Eldergreen Plaza

The grounds of the Circle are located near Windkeep, a small town on the southern edge of the Qualinesti forest. Three squat, circular four-story buildings house the laboratories, with space set aside for two more as the organization grows, and are arranged in a circular pattern around a large courtyard. In the middle of the courtyard a small garden is reserved for the planting of a Qualinesti Eldergreen tree, though the mission to recover one has not yet been undertaken. Several smaller dormitories located haphazardly about the grounds house staff and students, and a low square wall encloses the entire area, intended simply to mark the boundaries of the Circle's grounds rather than offer any kind of defence.



## ANIMATOR OF THE CIRCLE PRESTIGE CLASS

Also known as Arcane Maestros, or Guild Animators, members of the Animator's Circle of Kryn are unrivalled in their intimate knowledge of the creation and combat of animated constructs, and are well-versed in centuries of accumulated research in their chosen field. At the forefront of all knowledge into this esoteric branch of magic, they are recognised as the ultimate authority on these unique and dangerous adversaries, with a historic legacy which is the

envy of many other arcane institutions. Unlike most others, the guild also maintains a branch of adventuring operatives tasked with furthering its stated goals (see “The Circle Redrawn—Essential Notes for New Students”).

Only experienced practitioners are eligible for entry into the Circle, and all candidates are expected to show patronage by one or more existing members of the guild. As an offshoot of High Sorcery, most of its members are naturally part of that organization, but it is certainly not a requirement and divine spellcasters are more than welcome. On occasion, the Circle will actively seek out spell-users who have garnered a reputation for heavy use of animations in their studies or travels, but such instances are relatively rare. Many candidates are trophy-hunters looking for an edge over the kinds of guardians which stand between them and their fortunes, while others are attracted to the notoriety of the guild, or to the promise of study at the very cutting edge of contemporary magical research. The Circle itself does not discriminate; as long as the candidate can demonstrate the required knowledge and passion for the subject, they are eligible for entry.

**Hit Die:** d4.

## REQUIREMENTS

To qualify to become an Animator of the Circle, a character must fulfil the following criteria:

**Skills:** 13 ranks in Knowledge (arcana), 5 ranks in any Craft skill.

**Feats:** Any two Item Creation Feats.

**Other:** Must be sponsored by an existing member of the Circle.

## CLASS SKILLS

The Animator's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the Animator of the Circle prestige class.

**Weapon and Armour Proficiency:** Animators are proficient in simple weapons but gain no extra proficiencies in armour or shields.

**Spells per Day:** An animator continues training in magic as well as her field of research. Thus, when a new animator level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of animator to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.



If a character had more than one spellcasting class before she became an animator, she must decide to which class she adds each level of animator for purposes of determining spells per day when she adds the new level.

**Circle Resources:** As part of the Animator's Circle, the character has access to all of the knowledge and experience of its libraries and members. Consequently, the creation of a construct becomes significantly cheaper and easier, as long as the process is conducted within Circle grounds. These bonuses depend on the Animator of the Circle's class level as follows: the DC of the Craft skill check involved in the creation of a construct is reduced by 1 point per level, the XP cost involved is decreased by 2% per level, and the monetary cost is reduced by 5% per level. Thus an 8th level Animator of the Circle could create an Iron Golem with a Craft (armoursmithing or weaponsmithing) DC of 12 (instead of the normal 20), an XP cost of 1,680 (instead of the usual 2,000), and an expenditure of 60,000 gp (instead of the usual 100,000 gp).

**Golem Insight:** The animator is aware of the weaknesses of all standard golem types (flesh, clay, stone, and iron), as described in the Magic Immunity sections of their descriptions in the *Monster Manual*.

**Breach Defence (Su):** The character is adept at quickly identifying and bypassing some of the most impressive defences of constructs. At 2nd level the character can choose one of the following construct immunities: mind-influencing effects, poison/sleep/paralysis, death effects, necromantic effects, critical hits, sneak attacks. At 4th level and again at 8th the character can choose another defence she can bypass. To make use of this ability during any given encounter, the character must be within 30 feet of the construct(s) she is facing; the Animator (and only the Animator) is then able to breach her chosen defences until the end of the encounter.

**Expert Analysis (Ex):** As long as the animator has a reasonable view of a construct in combat with his party, he may, as a standard action, make an animator level check (DC 15) in order to receive a +1 insight bonus to attack rolls and saving throws against that construct for the remainder of the battle. He can make up to 3 checks against any one construct, for a maximum bonus of +3. This is a continuous effect. See also Dominion Grapple.

**Damage Penetration:** The animator exploits miniscule faults in the construction of his foes to great effect,

rendering a construct's damage reduction (if any) less effective against this character. At 5th level, a construct's hit-point reduction is reduced by 10; at 7th level, the minimum weapon bonus is reduced by +1. A construct's DR may never be reduced below 5/+1 by these abilities.

**Dominion Grapple (Su):** An expression of a Circle Animator's dominance over his peers, this ability allows him to temporarily wrestle control of a construct from its creator (dead or alive). This is a standard action, and the construct must make a Will save at a DC of 15 + animator level in order to resist the effect. The animator also gains synergy from his Expert Analysis ability, and can add any accumulated bonuses against the construct in question to the DC. If the construct's creator/controller is present, then he can optionally make the saving throw instead of the construct. Control lasts for a number of rounds equal to the Animator's level + Int modifier, and once gained, allows the animator to issue simple instructions as if he had created the construct himself.

**Expert Guidance (Su):** As a full-round action, the animator can impart the current benefit of any one of his Golem Insight, Breach Defence, Damage Penetration, or Expert Analysis special abilities to another character. This must be conducted on a per-construct basis, and at the time the construct is encountered. The animator cannot "prime" his companions for an upcoming combat—the subtle differences that exist between even common constructs are lost on the layman, and must be observed in the context of the construct to which they apply.

**Shadow Skin (Su):** So deep is the animator's insight into his art that by the time he reaches 10th level he can turn that knowledge upon himself. Once per day as a standard action, he can conjure forth material from the Plane of Shadow, enveloping himself in pseudo-elemental energies which mimic those motivating a construct's shell, and granting him a measure of its power. He can immediately choose any two of the following construct immunities for the duration of the Shadow Skin: mind-influencing effects, poison/sleep/paralysis, death effects, necromantic effects, critical hits, sneak attacks, effects requiring a Fortitude save. Additionally, he gains some measure of the construct's magic immunity with a SR of 25. The Shadow Skin lasts for a number of rounds equal to the Animator of the Circle's class level + Int modifier.

**TABLE 1–2: THE ANIMATOR OF THE CIRCLE**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells/Day
1st	+0	+0	+0	+2	Circle resources, golem insight	+1 spellcasting class
2nd	+1	+0	+0	+3	Breach defence I	+1 spellcasting class
3rd	+1	+1	+1	+3	Expert analysis	+1 spellcasting class
4th	+2	+1	+1	+4	Breach defence II	+1 spellcasting class
5th	+2	+1	+1	+4	Damage penetration I	+1 spellcasting class
6th	+3	+2	+2	+5	Dominion grapple	+1 spellcasting class
7th	+3	+2	+2	+5	Damage penetration II	+1 spellcasting class
8th	+4	+2	+2	+6	Breach defence III	+1 spellcasting class
9th	+4	+3	+3	+6	Expert guidance	+1 spellcasting class
10th	+5	+3	+3	+7	Shadow skin	+1 spellcasting class



## CONSTRUCTS ON KRYNN

In the course of my own limited research on constructs, and as it turns out from the evidence of the various books, scrolls, and other media that I have uncovered or that have found their way into my hands, one fact is indisputable: constructs are not prolific on Ansalon.

I can only assume that the same applies to other, less-traveled continents such as Taladas (although I have never walked those shores so cannot speak with authority). Perhaps it is a combination of the extreme cost involved in their creation, coupled with the fact that the skills necessary to build them are the province of only a very few, experienced spellcasters. Rich, powerful mages have always been few and far between on Ansalon, and so are their constructs, but the very longevity of these creations makes them extremely valuable windows on a distant past, and on the minds of the practitioners who created them. There is nothing ubiquitous or uninteresting about a Krynnish construct.

Several documented cases exist in the Circle's records, as well as in my own notes, taken from eye-witness accounts merged with hearsay and the accumulated exaggerations of history. To conclude this introduction and give students a flavour of the great journey on which they are about to embark, I now present a selection of these constructs for your enjoyment.

### THE PIPER OF BRANCHALA

*Here is an example of a construct created with good intentions but with too little forethought. Constructs are dangerous animals, and the ever-present risk of them breaking the bonds of their confinement and going rogue is not to be understated. As remarkable a view on the past as this is, the Piper is simply too dangerous to be allowed to roam free.*

The Piper of Branchala is a large humanoid construct built at the time of Vinas Solamnic and the founding of the independent nation states out of the Ergothian Empire. A huge, bamboo giant festooned with flutes, chimes, and a massive fan of organ pipes arranged on its back, it was created by a group of six Branchalan priests as a celebration of the popular notion of 'one voice from many', strong in the hearts and minds of thousands of people finally given the freedom to govern themselves after centuries of neglect and repression under the Ergothian legions. Following its completion in 1789 PC after a year of preparation and fund-raising, the Piper strode the streets and squares of the newly-founded Solamnic state attracting stunned onlookers and doing much to unite the human lands under a bond of peace and friendship. Performing local songs, hymns, and anthems to the delight of all who witnessed it, it was by all measures a triumph.

The Piper was eventually mothballed as the expense of maintaining it under the stress of its continued tour became too great for the church to bear, and allowed to deteriorate, only occasionally being wheeled out to impress visiting

dignitaries. Some records indicate that its body, adorned with expensive and high-quality musical instruments, was regularly looted not only by thieves but by local churches looking for spare parts for their own equipment. It finally disappeared a few years later with little or no fanfare, and nothing more was heard of the great machine, no doubt much to the Church's relief.

However, very recent accounts suggest that not only is the Piper still fundamentally intact, but that it has taken on a life of its own. Observed in lands far from its Solamnic birthplace, it is now a broken shadow of its former glory, treading wearily across Ansalon in pursuit of some unfathomable goal. How the Piper could have escaped the will of its creators remains an unsolved mystery, but the damaged construct is no doubt a deadly danger to all who encounter it.

### Piper of Branchala

#### Large Construct

**Hit Dice:** 12d10 (68 hp)

**Initiative:** -1 (Dex)

**Speed:** 20 ft. (can't run)

**AC:** 16 (-1 size, -1 Dex, +8 natural)

**Attacks:** 2 slams, +18 melee

**Damage:** Slam 2d10+9

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Choral Confusion, Discordant Blast

**Special Qualities:** DR 15/+1, construct traits, magic immunity

**Saves:** Fort +8, Ref +4, Will +9

**Abilities:** Str 29, Dex 9, Con —, Int 9, Wis 11, Cha 14

**Climate/Terrain:** Any land

**Organization:** Unique

**Challenge Rating:** 13

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —

### Combat

The Piper's ransacked profusion of pipes, flutes, and other instrumentation is now cracked and scorched, and its movement is faltering and stilted. Its features, once triumphant, now droop with despair, though most objective critics disregard such observations as misguided attempts to humanise what is essentially a non-living machine. The Piper appears ignorant of what's going on around it unless interfered with, at which point it relentlessly attacks the nuisance until it is satisfied it is going to be left alone. It never looks for a fight, and will happily let opponents retreat rather than press the attack.

**Construct Traits:** Immune to mind-influencing spells, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity (Ex):** Resists most magical and supernatural effects except as follows. A *deafness* spell causes all of the Piper's attacks to be made at a -4 penalty while the spell is in effect. A *shatter* spell deals 1d4 damage per caster level up to a maximum of 10d4. See also Bardic Vulnerability.



**Choral Confusion (Su):** The Piper's broken and damaged instrumentation now emits a constant, sub-harmonic chorus of atonal hums and whines within a 50' radius. This noise barely registers on human ears, though elves are much more able to discern the cacophony. In either case the effect is the same: a constant, debilitating nausea that gives the victim a piercing headache and renders him constantly on the verge of vomiting. This is a sonic, mind-affecting effect, causing anyone within range to make a Will save at DC 20 or become nauseated. If the save is successful, the character cannot be affected again for one day. A *silence* or similar magical defence negates the effect, as does simply walking out of range.

**Discordant Blast (Su):** Once per round as a standard action, the Piper can lower its organ pipes and emit a massive blast of sound that can literally blow a man off his feet. The blast is emitted in a 30 foot cone in the direction the Piper is facing and deals 4d10 points of damage (Reflex save DC 18 for half). In addition, the unique harmonics of this blast deafen any victim within range who does not make a Fortitude save at DC 20. This deafness lasts for 2d4 rounds.

**Bardic Vulnerability (Ex):** Bards are particularly well-suited to defend against the Piper. First, a bard can attempt to disrupt the Piper's Discordant Blast by readying a *sculpt sound* spell and casting it at the same time the Piper uses this attack; if successful, the attack is diffused and rendered completely ineffectual. In addition, a bard's Countersong special ability is effective against both of the Piper's special sonic attacks.

## THE BREAKER OF GARGATH

*Even before the institution of the Orders of High Sorcery and the categorization of magic, inanimate objects could become the containers of extra-material spirits. I know of several terrifyingly lethal gnomish devices which have become inhabited purely by "accident," but the Breaker, being a product of such legendary times, stands as the most noteworthy.*

From the most cracked and faded pages of Krynn's history, the legend of the Smiths is one which has persisted through millennia of doubt and scepticism. Well it should, if the fearsome Breaker of Gargath is any evidence. A massive war machine built by the most talented of Reorx's disciples, it is reputed to have been among the first siege engines to assault the Tower of Gargath before the Second Dragon War. Brimming with battlements, rams, and ballistae, it was the spearhead of the early wave of attacks against the tower... and unfortunately, bore the full brunt of the rampant chaos magic that crackled across the battlefield. Accounts speak of the machine suddenly going berserk, throwing its crew to the ground and crushing them where they lay, and unleashing the full force of its deadly weapons on the armies of the alliance. Then it simply rolled off the battlefield, leaving behind the conflicts of its creators and vanishing into legend.

The Breaker of Gargath has now become an artefact of great fascination among historians seeking knowledge of

that long-lost era. Sought as irrefutable proof of the skill and power of the Smiths, it is hoped that one day the great machine will be found and captured (if indeed, it still possesses the will to resist) for study into a level of craftsmanship which today can only be dreamed of. Other, less noble parties seek the Breaker as an unstoppable weapon with which to dominate neighbouring lands, while others wish only to "fix" the machine's obvious defects (several dozen gnomish life-quests revolve around the Breaker). In any case, there have been less than a handful of corroborated sightings throughout all the annals of documented history, and the current location of the rogue construct remains unknown.

### Breaker of Gargath

#### Huge Construct (Chaos)

**Hit Dice:** 20d10 (111 hp)

**Initiative:** -4 (Dex)

**Speed:** 15 ft.

**AC:** 24 (-2 size, -4 Dex, +30 natural)

**Attacks:** 2 slams, +26 melee

**Damage:** Slam 2d8+11

**Face/Reach:** 10 ft. by 10 ft./15 ft.

**Special Attacks:** Mash, Ram

**Special Qualities:** All around vision, DR 25/+3, construct traits, magic immunity, Chaos Umbrella, Chaotic Recoil

**Saves:** Fort +12, Ref +2, Will+14

**Abilities:** Str 33, Dex 3, Con —, Int 12, Wis 14, Cha 14

**Climate/Terrain:** Any land

**Organization:** Unique

**Challenge Rating:** 14

**Treasure:** None

**Alignment:** Chaotic Neutral

**Advancement:** —

### Combat

The Breaker itself is now more than a little worse for wear. Its massive tank-like body consists of an iron and steel shell moving atop a sophisticated undercarriage of sprung wheels (that this system is practically rust-free and still functions perfectly is the first testament to the skill of its builders). An iron cage is bolted atop the chassis which can contain four medium sized creatures and affords them 50% cover. Having long-ago run out of ammunition for its various missile weapons, the huge catapults and ballistae which were to have been used to crush the Tower defences lie cracked, broken and dormant along its hull, forcing the construct to rely on less sophisticated means to deal with its enemies. However, through the millennia, it has somehow learned to harness the chaotic forces which run throughout its body, and can unleash these energies in devastating attacks.

**Construct Traits:** Immune to mind-influencing spells, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Magic Immunity (Ex):** Resists most magical and supernatural effects except as follows. All *protection from chaos* spells and effects work at double their potency. *Dispel chaos* does 4d6 points of damage to the construct if it fails its



saving throw. *Order's wrath* works normally but inflicts only 1d4 damage per two caster levels (instead of the normal 1d8).

**Mash (Ex):** The gigantic machine relies on rolling over its victims to cause vast amounts of damage. As a standard action each round, it can crush any opponent one size smaller than itself or more, for 8d6+10 points of damage. The target can attempt either an attack of opportunity, or a Reflex save (DC 29) to escape the damage. If successful, the character has been pushed back or aside (player choice) by the Breaker's advance.

**Ram (Ex):** Originally built to smash the gates of the Tower of Gargath, the Breaker can now turn this attack against medium-sized or larger opponents. If the machine is able to charge an opponent, in addition to the normal attack bonus, it rams the victim for an extra 6d6 points of damage. All other rules for charging still apply.

**Chaos Umbrella (Su):** A symptom of its earlier exposure to the chaos magics which swept the siege of Gargath, anyone encountering the Breaker is exposed to a small dose of the Graystone's power. This effect extends in a 50' radius around the construct, and causes all manner of mild failures to plague its opponents, meaning that all skill checks, attack rolls, and saving throws are made at a -4 penalty.

**Chaotic Recoil (Su):** The Breaker has existed for countless centuries bathed in chaotic energies, and can channel this power into a jolt of energy which can disrupt mind, body, and equipment. Any character coming into direct contact with the Breaker (including attacking or touching the construct in melee, or receiving physical damage from it), suffers a random effect rolled on the table below (one per round maximum). The victim can make a Fortitude save at DC 25 to avoid the effect.

#### d6 Effect

- 1 *Sensory Malaise:* The target is overcome with heightened awareness and suffers from the effects of *confusion*, as per the spell, for 1d3 rounds.
- 2 *Uncanny Distraction:* Target is constantly distracted by mundane sights and sounds around him. He is unable to make more than a partial action for 1d3 rounds.
- 3 *Indecision:* Every decision causes the target great anxiety, reducing him to instinct and reflex. All DC's, including opponents' AC, are increased by +4 for 1d3 rounds.
- 4 *Inversion:* The target switches physical location with a random member of his party within 60'. This effect is instantaneous, and has no impact on facing. In addition both characters are considered flat-footed until their next action.
- 5 *Vitality Void:* The target immediately becomes fatigued. If he is subject to *Vitality Void* again, he becomes exhausted. All normal modifiers associated with these conditions apply.
- 6 *Jinx:* The target endures a run of bad luck for 1d3 rounds. All attack rolls, skill checks, and saving throws should be rolled twice, and the least favourable roll applied. Subsequent exposures to *Jinx* do not stack.

## DEATHWALKER

*Both the best and worst example of the animator's expertise, this dread construct marks a turning point in the history of our art, when for the first time the domains of the animator and the necromancer collide. We must pay grudging respect*

*to the ingenuity of its creators, animating the construct at a time when even the simplest arcane cantrips were out of reach of the rest of us, but I cannot mask my deep concern at the methods used. In the meantime, the Circle has declared the destruction of this abomination as one of its stated goals.*

While most of the mages of the land came to accept the inevitable decline in their power during the dark years of the Fifth Age, many did not. A few sought to recover magical energies from artefacts of the Fourth Age, but others, as they came to understand the nature of the magical collapse, looked to other avenues to exercise their abilities. Of these, the necromancers ruled supreme, uniquely equipped to tap the river of souls that Takhisis had trapped on Krynn.

To the untrained eye, this construct appears to be a flesh golem, standing 8 feet tall and assembled of various human body parts (astute observers will notice hastily bolted-on steel patches and decidedly amateur-looking sutures about the constructs body). Its similarity to the flesh golem is far from coincidental, for indeed, that is how it was originally conceived. However, as the Fifth Age moved on and the souls of the dead gradually leached the golem's magical power, the elemental forces which were trapped within it broke free, leaving only a gruesome, inanimate husk folded in one corner of the abandoned laboratory of its nameless creator, one of many such husks to be created during this period.

This one, however, was chanced upon by a coven of necromantic witches, a guild calling itself the *Starlight Mask*, who took it upon themselves to breathe new life into the construct with a series of macabre rituals and enchantments, entrapping the very souls of the dead into the husk and returning it gradually into being. How many souls were imprisoned this way is unknown, but the creature now serves its five mistresses of the black robes with unswerving obedience.

### Deathwalker

#### Large Construct

**Hit Dice:** 9d10 (49 hp)

**Initiative:** -1 (Dex)

**Speed:** 30 ft. (can't run)

**AC:** 18 (-1 size, -1 Dex, +10 natural)

**Attacks:** 2 slams, +10 melee

**Damage:** Slam 2d8+5

**Face/Reach:** 5 ft. by 5ft./10 ft.

**Special Attacks:** Arcane Blight, Memory Bleed

**Special Qualities:** Construct, magic immunity, DR 20/+2, Arcane Blight, Memory Bleed

**Saves:** Fort +6, Ref. +3, Will +6

**Abilities:** Str 21, Dex 9, Con —, Int 11, Wis 11, Cha 1

**Climate/Terrain:** Any land

**Organization:** Unique

**Challenge Rating:** 9

**Treasure:** None

**Alignment:** Neutral

**Advancement:** —



## Combat

Deathwalker travels only in daylight. At night, it finds a place to sequester itself from the scrutiny of the constellations, perhaps fearing that if the eyes of the newly returned Gods of Krynn were to see it, they would drop from the heavens to reclaim its trapped souls. It will unhesitatingly destroy both life and property to perform its duty, and its unique heritage gives it a variety of dangerous powers which it will bring remorselessly to bear on anyone or anything that gets in its way. Like the majority of constructs, however, it has little independent will of its own, and acts primarily in the interests of its creators.

**Construct Traits:** Immune to mind-influencing spells, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Undead Trait (Ex):** Deathwalker can be turned as an undead of the same hit dice. Unlike other undead, however, it receives a Will saving throw against this effect with a DC equal to the attacker's turning damage roll. The construct can only ever be rebuked by this attack—it can never be commanded or destroyed by a turning check. No other undead traits apply to the construct.

**Magic Immunity (Ex):** Resists most magical and supernatural effects except as follows. *Raise dead* causes the construct to become shaken; subsequent attacks by the same spell will cause it to become frightened, and then panicked. *Soul bind* causes 4d8 points of damage to Deathwalker (though it can save for half damage). Celestial creatures (those with the Celestial monster template) should consider Deathwalker to be their most favoured enemy as if they were a ranger of the same level. See also Undead Traits.

**Arcane Blight (Su):** The trapped souls within Deathwalker retain their ability to leech arcane energy from people and items around them. This deleterious field extends in a 30' radius around the construct, and has the following effects. Spellcasters: Each round that a spellcaster is within the field, randomly select one of the highest level spells she is currently able to cast (or spell slots in the case of spellcasters who do not need to choose spells in advance); she must then make a Will save at DC 20 + spell level in order to prevent that energy being leeched by the construct and lost. Magic Items: Charged items lose 1 charge every round they are inside the field, unless they make a Will save at DC 20.

**Memory Bleed (Su):** The souls within Deathwalker are forever hungry for the living experience which they have lost, and delight in vicariously sharing in others' memories. Every time an opponent suffers physical damage from the construct, he must make a Will save equal to 10 + damage taken or find himself suddenly reliving one of his strongest memories. This rush of sight, sound, and emotion is greatly disorienting and confuses the character, as the spell, for one round. More critically, the memories in question give Deathwalker a strong insight into the victim and a +2 bonus to all attack rolls made against him for the duration of the combat (subsequent hits do stack).

## Construct Husks

At the height of the Age of Mortals, the entrapment of the souls of the dead on Krynn and the interference of Takhisis caused arcane magic to fade. This had a serious impact on many constructs created on Krynn, as the enchantments which bound the elemental and other spirits to the construct's body began to collapse. Those affected reacted to this change in different ways: some went on murderous rampages, as the spirits imprisoned to the will of the animator or his legacy were suddenly able to take control of the physical shell; others simply relished their freedom, fleeing back to their home planes and leaving their shells to collapse, lifeless, where they stood. Such remnants have come to be known as husks, and many examples of them now litter the face of Krynn, in several cases leaving important sites or treasures unguarded.

Modern animators can take advantage of these relics to create constructs at much less than the normal cost. The re-animator can therefore ignore all expenses relating to the construct's body (including vestments, if applicable), and reduce the remaining balance of the cost by 20% to reflect raw materials subsumed into the shell during its initial animation. In addition the XP cost is reduced by 10% to reflect whatever lingering enchantments might infuse the husk. All other requirements (spells, skill checks, feats, and so on) remain the same. If the re-animation is successful, a new elemental spirit is summoned and the construct returned to life as if it had been created for the first time.

*Example:* An animator comes upon the dusty shell of a derelict clay golem, which normally costs 60,000 gp to animate. To re-animate the husk, he can save 31,500 gp of this cost by re-using the body and vestments, and will only expend 1,080 XP instead of the usual 1,200 XP.

## JUNCTION

*What marvels are to be expected when the greatest animator in the history of Krynn, Laurentian Paris, turns the full weight of his expertise to the creation of a single construct? The answer is Junction, a singularly unique and powerful animation on which much has been written, but little observed, for unfortunately for all of us, the construct vanished from all records at the same time Paris left the Circle. It's likely he took it back to his elven home, although there is only vague and circumstantial evidence to support that fact. Uncovering the whereabouts of this great artefact and putting it back to use remains the single over-riding goal of my lifetime.*

Junction was envisioned as a tool with which to investigate the deeper mysteries of the art, conceived as an experimental window onto the elemental planes of fire, earth, water, and air. It allowed its creator to study the effects of an animation on the flows and eddies of matter through the extra-material universe, and was crucial in proving that the elemental domain is the engine which animates a construct's shell.



After the completion of that lengthy experiment, Junction demonstrated its worth time and again as the most versatile instrument in the Circle's repertoire—and the most valuable. Paris repeatedly declined the petitions of many other groups and think-tanks for access to the device, making few friends in the process and attracting a somewhat apocryphal reputation for self-aggrandising science. In truth, only he recognised the true power of the device, and had a far greater destiny intended for it than anyone realised.

Junction exists simultaneously on the material and elemental planes and can manifest on any one of them at will. When it manifests in the material realm, Junction appears as an unblemished metallic sphere, about 2 feet in diameter, floating noiselessly a few feet off the ground. Metal rods consisting of various materials (iron, steel copper, and other common metals) protrude at irregular intervals around the sphere, and electricity arcs randomly across them. On other planes, it appears simply as a sphere of the appropriate element. The multi-anchored nature of the construct affords it a variety of powerful defences against its foes, however it has one unique property which remains to this day its greatest secret: it is the immortal *phylactery* of Laurentian Paris himself.

No other animator has achieved as much. Expelling the elemental spirit without destroying the construct was a remarkable and unheard-of feat in itself, but preparing the shell for his own soul, and performing the translocation with no ill effects, immortalises Paris in history. Performed at his Qualinesti home several years after leaving the Circle, the mage was assumed only to have died in his sleep, when in fact, he had inhabited Junction and departed on his great journey. Despite the promise he had already made to himself, he was ultimately unable to just “slip away,” letting his unprecedented achievement go unnoticed and unsung, and at the last minute he told one man of his plans, the Head of the White Robes Lucidan Polidaris, with whom he had a long and meaningful friendship. Cryptic hints remain in that archmage's memoirs to this day of the ultimate destiny of the High Animator, though no sightings of Junction have been recorded in the centuries since his departure.

## Junction

**Medium Construct (Earth, Air, Fire, Water)**

**Hit Dice:** 16d10 (85 hp)

**Initiative:** +11 (Dex, Improved Initiative)

**Speed:** 60 ft.

**AC:** 35 (+7 Dex, +18 natural)

**Attacks:** Slam, +20 melee

**Damage:** Slam 4d10+8

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Disjunction, Elemental Spike

**Special Qualities:** All around vision, DR 25/+3, SR 20, construct traits, Dimensional Eye, Manifest

**Saves:** Fort +10, Ref +12, Will +12

**Abilities:** Str 26, Dex 22, Con —, Int 26, Wis 22, Cha 16

**Climate/Terrain:** Any

**Organization:** Unique

**Challenge Rating:** 18

**Treasure:** None

**Alignment:** Chaotic Good

**Advancement:** —

## Combat

Should Junction ever engage in combat, it is more than equipped to defend itself. Paris is well aware that the destruction of the shell means his own immediate death, and is wary of strangers to the point of paranoia. It will take more than simple persuasion to befriend him, and at the merest hint of danger, he will flee.

**Construct Traits:** Immune to mind-influencing spells, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

**Elemental Immunity (Ex):** Dispelling the elemental spirit from the construct has reduced its conventional immunities. Junction resists all elemental attacks but is vulnerable to other forms of magic, albeit with a high resistance.

**Elemental Nature (Ex):** Junction is classified simultaneously as all of the elemental types of earth, air, fire and water. It receives all of the bonuses associated with these types, and none of the penalties. Thus the construct is immune to cold damage as a cold type, but does not suffer double damage from fire-based attacks, and so on.

**Dimensional Eye (Ex):** The construct can effectively see as far in all planes simultaneously as it can in the material plane. It is therefore immune to all effects that rely on dimensional shifts to be effective, such as *blink* or *dimension door*.

**Manifest (Su):** Existing on five planes simultaneously, Junction can physically manifest on any one of them at any moment, appearing just long enough to discharge an attack before vanishing from sight. This ability functions as the *blink* spell, cast by a 15th level sorcerer, and is a free action.

**Disjunction (Su):** Once per round, as a standard action, the construct can obliterate any other construct within 60 feet. The target does not have to be in line of sight, as Paris is aware of all constructs within that range. To defend against the attack, the target must make a Fortitude save at DC 30 (if the construct is classified as Unique, this DC is reduced to 25; if it is motivated by anything other than an elemental force, this attack is ineffective). If it fails its saving throw, the elemental spirit within the target is explosively released via a conduit opened by Junction, and the shell detonates in a massive concussion which deafens all those within 60' who do not make a Fortitude saving throw (DC 30), and causes 1d4 damage per hit die of the destroyed construct to everyone within 30 feet (Reflex save DC 25 for half).

**Elemental Spike (Su):** Once per round as a standard action, Junction can emit a beam of elemental energy which causes 8d6 points of damage to its target (Fortitude save DC 25 for half). So attuned is it to the elemental realm, that it can automatically apply whichever elemental type (if any) will do the most damage to its target (for example, it would apply the fire type to an attack against a white dragon).

## About the Author

Neil Burton lives and works in the 51st State of the USA, England, where he claims to be a professional software engineer. He's been with the Council since day one but has, as yet, failed to make everyone realise that they're spelling “colour” wrong. Krynn has been his gaming home for over a decade.



# Keepers of the Anvil



## Krynnish Chronomancers

—Written by Richard Connery



*Time travel is always a complex subject. This is even truer in a roleplaying game where players don't have to obey a carefully laid out plot or course of action. Letting players use Chronomancy could be opening the proverbial Pandora's Box... well, perhaps. Chronomancy in the Dragonlance setting is limited by the laws of the world just like everything else. These laws can make Chronomancy a viable, if unstable, component of the game.*

### CHRONOMANCY ON KRYNN

Time on Krynn is an infinitely wide river pushing the present inexorably into the future. Called the *River of Time* by Krynnish scholars this plane is contiguous to the Prime Material Plane, where Krynn resides. It can be thought of as a companion to the Ethereal Plane—but beings who travel through it do more than traverse physical locations.

Because Dragonlance is a campaign built on a set of rules so is the River of Time affected and conditioned by them. The information in this article will hopefully allow you, the DM, to present Chronomancy in a way that doesn't automatically ruin the world.

### THE LAW OF CONSEQUENCE

The High God's Law of Consequence is the prime directive of Chronomancy on Krynn. The River is both *entropic* and *purgative*. These two properties basically mean that temporal change is either difficult or ultimately irrelevant.

The entropic property dictates that if a chronomancer changes the past then there must be unforeseen consequences arising from his actions. Although these after-effects can be divined beforehand, these predictions are as likely to come into real effect as not. The River of Time automatically works these changes as it attempts to correct the disrupted temporal flow. For instance, if a chronomancer goes back in time and kills Kith-Kanan before the Kinslayer

Wars, Time will correct itself through the path of least resistance, which would perhaps mean making the victim a decoy purposefully put there by the real Kith-Kanan to prevent such assassination attempts.

The purgative property dictates that if Time cannot maintain consistency with itself, then it simply removes the offending object or event. For example, in the *Anvil of Time* adventure, the "Timeshifting Tips" sidebar mentions that if a player picks up a treasure from room A in the 4th Age and then goes back to the same room in the 3rd Age and picks up the same treasure, the player doesn't end up with two treasures. Firstly, Time will attempt to self-heal through its inherent entropy, perhaps by making the first treasure a convincing forgery that was placed there after the 3rd Age treasure was stolen by the player. However, self-healing works directly on the chronomancer's knowledge and actions. If the player character appraised the treasure or even sold it for what it was then Time can't make it a forgery; instead it might purge it altogether—the player simply never picked it up in the 4th Age. If the player has already sold or traded the treasure, all money or items gained from it would equally disappear. Favours purchased with such items are immediately rendered unpaid and the player character might find himself on the run from collectors.

### THE LAW OF PRECEDENCE

The second law that governs the River of Time is the Law of Precedence. This law dictates several effects. First, that the art of Chronomancy can only extend up to the creation of the River of Time itself, which was after the coming of the gods; as such no chronomancer can hope to prevent the gods from establishing themselves in the Krynnish universe, nor can chronomancers change the properties of the River of Time itself. This law also dictates that although the future is the accumulation of the events of the Past, it is ultimately shaped by the Present and, as such, inherently undefined. It is because of this law that divinations can fail as they only inform on what might be, not on what will be. Because of this, the self-healing and purgative properties of Time are only relevant to the Past, never to the Present nor Future. This doesn't mean that there aren't any consequences for changes either in the present or the future, for there are. Even illiterate commoners understand that changes in the Present influence the future, while changes in the future promote consequences which are even further away and as such invisible to even a chronomancer.



## THE LAW OF INFLUENCE

The third and final law dictates how chronomancers themselves can change through their temporal tweaking. This law is directly related to the gifts given to mortals by the gods. Paladine's gift gave mortals physical bodies so that they could master the world. This gift makes mortals capable of mastering the River of Time itself—and makes chronomancers possible. Takhisis' gift of mortal desires and weaknesses also shapes chronomancers, making them vulnerable to their own actions. Even if a Keeper changes the past from inside the Anvil of Time (which resides in the immutable River of Time) she is still susceptible to the consequences.

Gilean's gift of free will is perhaps the most subtle in the inner workings of Time but the most obvious to chronomancers. Every change made by a chronomancer is an expression of free will but most often than not, that very change infringes on the free will of others. As such, this gift creates a force of opposite direction to the change caused by the chronomancer and enforces the entropic property of Time. This law also means that those races not present when the gifts were presented (Greygem spawned races for instance) are capable of changing Time much more easily than humans, elves or ogres.

### Example—The Ancestry Paradox

These laws provide a workable base on the world of Krynn. Paradoxes or their causes are eliminated. For example, a chronomancer that travels back in time and kills his own grandmother before she gives birth to the chronomancer's father doesn't create a paradox. Entropy would make the chronomancer an adopted child using the path of least resistance. As stated above in the Law of Consequence, self-healing is directly influenced by the chronomancer's knowledge and previous actions. Thus if the chronomancer had learned beforehand without a shadow of a doubt that he was indeed a descendent of his grandmother then Time would find another path of least resistance to heal the change. If this is impossible then Time simply purges the cause of the change, in this case, the chronomancer itself. Purged entities and objects are simply removed into the borders of the River of Time and are trapped for all eternity until the end of Time.

## THE ANVIL

The Anvil of Time is a physical structure which resides on the River of Time and has been built before Time itself. As such, it is impervious to Chronomancy. The same can't be said of its denizens (or furnishings for that matter). Although secret, many high level Wizards of High Sorcery and a couple of renegades have learnt about it. There are also many historically famous mages that belonged to the Keepers; Magius and Fistantilus (later expelled) among them. The Anvil itself is still one of High Sorcery's best kept secrets. Of the non-Keepers, only the three leaders of the orders officially know about it. Because of this, they can't actively help the Keepers in Conclave ballots—they can only protect them through the Master of the Conclave's veto powers and other more subtle directions carried out by the leaders of the

Orders. The Moon Gods keep the Anvil relatively safe but don't look after it with a heavy hand. More than the other gods, they understand the need for balance. They would, however, actively protect (and even use) the Anvil if Magic itself was at risk.

Primarily a school, the Anvil is a focus of the temporal energies, making it an ideal spot to test new chronomantic spells and magic items. Far more than mere academic experience however, the Keepers diligently try to create spells based on Chronomancy that are safe enough for regular Wizards of High Sorcery to use. The Anvil also shares many properties with the other Towers of High Sorcery, which makes it a highly desirable, but also dangerous, target for renegades wishing to strike back at the Conclave.

### Chronomancers

#### In Your Campaign

Dropping a chronomancer, or more generally, the rules on how a chronomancer acts, into an ongoing campaign may not be something for every DM. Having said that, the content of this article can still be used even if you don't allow players to get levels of the Keeper of the Anvil Prestige Class. For example, the party may be working with the Keepers (knowingly or not) to help stop a renegade mage tampering with the River of Time; or perhaps the party discovers an artefact that leads them to the Anvil of Time; or perhaps the material might prove useful just for filling in the blanks left by the Anvil of Time adventure by Tracy Hickman.

If you do let players enter into the Keepers then this should be a special and even unique event. Unless you want to run a completely different type of campaign, more than one PC Keeper will derail your present campaign into something more epic and far-reaching... but also stranger and more dangerous.

## KEEPER OF THE ANVIL PRESTIGE CLASS

The Keepers of the Anvil are a very small group of Wizards of High Sorcery that study and protect the forbidden school of magic, Chronomancy. Their members are drawn from the ranks of the most responsible Wizards of High Sorcery from all three orders. Personally selected by the Master of the Conclave, these mages undergo harsh training under the tutelage of the Archkeeper, a title for the highest ranking wizard of the Keepers. Only a lucky few pass the physical and mental exams put forth to test their dedication to the Art and the Conclave as well as grasping the alien and abstract concepts that make up Time. The Archkeeper then travels back in time to the moment he took the pupils to training and dismisses all that ultimately failed, thereby keeping the Order of the Anvil a secret known only a select few.

The Archkeeper usually has between four to six apprentices. In the Anvil of Time, they study the hidden Art, creating new spells using Chronomancy and watching the River for ripples in the fabric of Time. They also travel the world in disguise looking for magic items that use



Chronomancy, as well as investigate suspicious activities that might relate to abuse of Chronomantic magic.

**Hit Die:** d4.

## REQUIREMENTS

To qualify to become a keeper, a character must fulfil the following criteria.

**Alignment:** Any lawful.

**Skills:** Knowledge (arcana) 10 ranks, Knowledge (history) 10 ranks, Spellcraft 10 ranks.

**Feats:** Craft Wondrous Item, Quicken Spell.

**Spells:** Ability to cast 4th level arcane spells.

**Special:** Must be a non-specialist Wizard of High Sorcery selected by the Master of the Conclave and must have successfully passed examination by the Archkeeper.

## CLASS SKILLS

The keeper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the Keeper of the Anvil prestige class.

**Weapon and Armour Proficiency:** Keepers of the Anvil are not taught in the use of armour or weapons. Like all Wizards of High Sorcery, Keepers of the Anvil are restricted by the Orders in what kinds of weapons they can use in combat, otherwise they risk being branded a Renegade.

**Spells per Day:** A keeper continues training in magic as well as her field of research. Thus, when a new keeper level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of keeper to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before she became a keeper, she must decide to which class she adds each level of keeper for purposes of determining spells per day when she adds the new level.

**Restricted Spell List:** To prevent apprentices escaping with the school's most powerful spells, apprentices only have access to Chronomantic spells of a level equal to or less than their current Keeper of the Anvil level. After completing the *Tome of Chronomantic Thesis* at 5th level, the Keeper is no longer considered an apprentice and gains unrestricted access to the complete library.

**Chronomancy Bonus Spellcasting:** The first thing apprentices do is acquaint themselves with the intricacies and nuances of Chronomancy. So intensive and thorough is their study that they gain extra spellcasting potential. This gives a Keeper a single bonus spell slot of each spell level the Keeper can cast. This is separate from any bonus spell calculation due to high attributes and the Keeper can only fill these slots with spells of the Time descriptor.

**Improved Initiative:** As the apprentice learns more and more about the flow of time, she is able to see into the future for a fraction of a second at all times. This ability gives the Chronomancer apprentice the benefits of the Improved Initiative feat as a virtual feat.

**Foresight (Su):** When the Keeper of the Anvil reaches 3rd level, she can catch a pretty good glimpse of the very near future allowing her to react accordingly. As a free action the Keeper of the Anvil can see into the immediate future, thereby granting her a +1 insight bonus to all saves and to AC until the end of the encounter.

**Time Resistance (Su):** At 4th level, the Keeper of the Anvil has unconsciously built a defensive barrier around her that provides several benefits. First, she ages at half the normal rate; second, the effects of any supernatural or spell-like ability that would make her age are reduced to half if that ability does not allow a save, or automatically negated if it does provide a saving throw. This protection is always active and requires no conscious thought though the Keeper is able to drop this defense as a standard action.

**Forbidden Knowledge:** Halfway through her career, the Keeper of the Anvil studies the bare bones of Chronomancy and the River of Time. She must then write a thesis about Time and its relationship to the Art, the world, and life. This

**TABLE 1–3: THE KEEPER OF THE ANVIL**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells/Day
1st	+0	+0	+0	+2	Restricted spell list, Chronomancy bonus spellcasting	+1 spellcasting class
2nd	+1	+0	+0	+3	Improved initiative	+1 spellcasting class
3rd	+1	+1	+1	+3	Foresight	+1 spellcasting class
4th	+2	+1	+1	+4	Time resistance	+1 spellcasting class
5th	+2	+1	+1	+4	Forbidden knowledge, bonus feat	+1 spellcasting class
6th	+3	+2	+2	+5	Improved foresight	+1 spellcasting class
7th	+3	+2	+2	+5	<i>Timeless sanctuary</i>	+1 spellcasting class
8th	+4	+2	+2	+6	Improved time resistance	+1 spellcasting class
9th	+4	+3	+3	+6	Archkeeper knowledge, bonus feat	+1 spellcasting class
10th	+5	+3	+3	+7	Temporal shift	+1 spellcasting class



thesis must be written in a specially constructed magical tome fashioned by the chronomancer and costing at least 10,000 stl. Once this is accomplished the apprentice has learnt almost everything there is to know about the inner workings of Chronomancy and is now considered a full Keeper of the Anvil. She also gains the following extra benefits: +2 insight bonus to Knowledge (arcana) and Knowledge (history), and unrestricted access to all Chronomantic spells and magic items available in the Anvil of Time.

**Bonus Feat:** At 5th-level and again at 9th-level the keeper can choose a bonus Item Creation or Metamagic feat.

**Improved Foresight (Su):** When the Keeper of the Anvil reaches 6th-level, she can increase her already amazing ability to see into the near future. As a free action the Keeper of the Anvil can use this knowledge to grant her a +2 insight bonus to all saves and AC until the end of the encounter. This overlaps (does not stack with) the Foresight ability.

**Timeless Sanctuary (Sp):** Once per day, a Keeper of the Anvil can use this ability to withdraw to a pocket of Time to escape any kind of attack, with the exception of spells of the Time descriptor. This ability works as the *timeless sanctuary* spell detailed below except the caster has a 100% chance per round of successfully entering the Time pocket.

**Improved Time Resistance (Su):** At 8th level, the Keeper of the Anvil's temporal defensive barrier is so powerful that it can negate all the effects of any supernatural or spell-like ability that causes aging. She also ceases to age naturally allowing her to be resurrected even after her normal lifespan has long expired.

**Archkeeper Knowledge:** Once a Keeper advances to level 9, she acquires the status of Archkeeper. When this happens, the previous Archkeeper departs on a voyage through time to the end of Time itself, and enters the Lost Citadel. Before departing, the previous Archkeeper hands over the mystic keys for the Bridge of Time to the new Archkeeper, who then becomes Master of the Anvil. He also receives a +2 competence bonus to all Knowledge (arcana) and Spellcraft checks.

**Temporal Shift (Su):** This powerful ability allows the Master of the Anvil to slip into another temporal dimension by changing an event of moderate importance up to 1000

years in the past, though only drastic circumstances would force a chronomancer to use this ability. So dramatic might be the consequences, that there is no record of this ability ever being used, however once the temporal shift is initiated, the Master suddenly finds himself travelling the River of Time in an alternate version of Krynn. This supernatural ability is usable only once per lifetime, after which the chronomancer can no longer use it or return to his original temporal Krynn.

## Tome of Chronomantic Thesis

This magical tome unlocks the mind of the apprentice to the innermost secrets of Chronomancy. When a newly selected apprentice reads this tome (and others) during his training to become a Keeper of the Anvil, this tome imparts upon the apprentice the knowledge of the Keepers. These tomes are never sold or bought—the Keepers guard them with their very lives. The market price described below is only used for purposes of determining the material and XP cost to make as well as time needed to write the tome when the Keeper reaches 5th level.

**Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, any one spell with Time descriptor; **Cost to Create:** 10,000 stl, XP: 800; **Weight:** 3 lb.

## CHRONOMANCY SPELLS

Chronomantic spells belong to several schools, not just a single “Chronomancy” school of magic. The following spells from the *Player's Handbook* are considered to have the Time descriptor, and can be used by the Keepers in the same way as the new spells presented in this article (even if they are normally Divine-only). Most of these core spells were researched by Keepers throughout history and later folded into general spellcasting because they don't directly affect the River of Time:

Augury  
Divination  
Foresight  
Haste  
Mass Haste  
Modify Memory  
Mordenkainen's Lucubration  
Rary's Mnemonic Enhancer  
Slow  
Temporal Stasis  
Time Stop

## NEW CHRONOMANCY SPELLS

You can let non-Keepers research and develop similar spells to the ones below, however it is not uncommon for a “general” version of these Chronomancy spells to be at least one spell-level higher than their “native version.” Worse still, since they aren't sanctioned by the Keepers the prospective wizard might find himself being closely watched by the Keepers of the Anvil at best.

### Graygem Races

Those races that were created through the workings of the Graystone of Gargath have an easier job at tweaking the River of Time however they are not the answer to the problem but more like the catalyst for change. As an example, despite the presence of a member of a Greygem created race Raistlin Majere still failed in his original goal like Fistantilus had failed before him. The reasons for failure notwithstanding.

So what can Greygem races do? They are able to resist Time's entropic property with a caster level check (DC 32) so they have a chance to prevent unwanted changes. Having said that, even they are unable to stop Time from purging the cause of a paradox.



## Accelerate Lifeline

Necromancy [Death, Time]

**Level:** Sor/Wiz 8

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fort partial

**Spell Resistance:** Yes

By accelerating the lifeline of a creature, the caster will age it. The affected creature ages 1d10 years plus 1 year per caster level (half this amount on a successful save). Hair will grow, wrinkles will appear, and depending on age category the target might experience other effects (see *Player's Handbook* page 93), though if applicable, the target only suffers physical changes (Str, Dex and Con). If the aging process brings a creature equal to or above its allotted lifespan, it dies in 1d4 rounds.

Because of the unnatural aging the creature can also suffer other side-effects. If the creature fails its saving throw it becomes incapacitated (helpless) for one round, and is exhausted afterwards. If it succeeds, the target becomes nauseated for one round and fatigued afterwards.

This spell dispels and counters *reverse lifeline*.

**Material Component:** A small piece of polished amber and an ounce of blood from a blink dog.

## Conceal Temporal Anomaly

Illusion [Time]

**Level:** Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 10 minutes

**Range:** Close (25 ft + 5 ft/level)

**Effect:** Invisible bubble 10 foot radius protecting 1 anomaly

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** No

All spells with the Time descriptor leave a temporal footprint or anomaly in the fabric of time and space. This spell allows chronomancers to erase such evidence of temporal tweaking by surrounding the anomaly in a

bubble with a 10-foot radius. If the anomaly is bigger, such as using *timereaver* to transport a 25-foot creature through time for example, the excess will be easily detectable through the *detect temporal anomaly* spell. *Conceal temporal anomaly* can only be used to mask Time effects which have already been cast; subsequent Time spells in the same location will leave new anomalies which require further use of this spell to conceal.

**Material Component:** A glass bulb filled with the blood of a spider.

## Detect Temporal Anomaly

Divination [Time]

**Level:** Sor/Wiz 1

As *detect magic*, but can only detect spells and effects which have the Time descriptor. Unlike *detect magic*, however, you can discern information beyond the 3rd round of observation. If you succeed at a Spellcraft skill check (DC 20 + spell level, or 25 for other effects) you can determine with a 10% margin of error how much further up or down the River of Time the effect reaches.

## Image Displacement

Illusion [Time]

**Level:** Sor/Wiz 2

**Casting Time:** 1 standard action

This spell behaves in exactly the same way as *lesser image displacement* except for the faster casting time and that the caster also enjoys a +2 insight bonus on all attacks since he is better able to confuse his enemies.

## Lesser Image Displacement

Illusion [Time]

**Level:** Sor/Wiz 1

**Components:** V, S

**Casting Time:** Full-round action

**Range:** Personal

**Target:** You

**Duration:** 1d4 + 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

This spell creates a thin temporal aura that bends the River of Time slightly

around the target. As a result what other people see is always a second or two before or after what the target of the spell is actually doing. This gives the person a +2 dodge bonus to AC and a +1 insight bonus to Reflex saves.

## Life Sounding

Divination [Time]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

By analysing the subject's interactions with the River of Time, the caster is able to divine the exact age and the approximate future time of death of the target (with a 1 year error margin). Because of the intricacies of personal divination, this spell used on the spellcaster himself is much more inaccurate, giving time of death within only 1d4 years. Subsequent personal castings of the spell always return the same result as the first attempt.

**Material Component:** Approximately a pound of silver, fashioned into a cube suspended by a 1-foot length of silver chain worth at least 500 stl in total.

## Mass Image Displacement

Illusion [Time]

**Level:** Sor/Wiz 3

**Range:** 10 ft

**Effect:** 10-ft-radius emanation, centered on you

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

This is a more powerful version of *image displacement* and affects all allies within 10 feet of the caster.

## Mass Sands of Time

Evocation [Time]

**Level:** Sor/Wiz 6

**Range:** Close (25 ft + 5 ft/level)

**Target:** One creature/level, no 2 more than 30 ft apart



As *sands of time* except it can affect more than one creature.

### Mass Temporal Push

Transmutation [Time]

**Level:** Sor/Wiz 5

**Range:** Close (25 ft + 5 ft/level)

**Area:** Cone

As *temporal push* but the spell affects multiple targets within the area of effect. Should more than one target succeed at their saving throw, the caster only rolls one opposed save against the highest DC.

### Mass Timeslip

Transmutation [Time]

**Level:** Sor/Wiz 2

As *timeslip* except that the caster can move one willing creature for every two caster levels.

### Protection from Time

Abjuration [Time]

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None

**Spell Resistance:** Yes

By casting this spell the caster protects the target from special attacks that artificially increase or decrease age. Like *protection from elements*, this spell provides a buffer that absorbs the relevant attacks. The target receives protection from 10 years of aging per caster level.

Note: *Protection from time* does not protect against natural aging.

### Reverse Lifeline

Necromancy [Death, Time]

**Level:** Sor/Wiz 9

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Fort partial

**Spell Resistance:** Yes

This spell is the exact opposite of *accelerate lifeline*. It rejuvenates the target a number of years equal to 1d10 + caster level. The side-effects remain the same and if a target is rejuvenated enough to bring him back to 0 years, he will also die within 1d4 rounds.

Note: For the purposes of gameplay, any PC brought to below 10 years of age becomes an NPC controlled by the DM.

This spell dispels and counters *accelerate lifeline*.

**Material Component:** A small piece of polished amber and an ounce of blood from a blink dog.

### Sands of Time

Evocation [Time]

**Level:** Sor/Wiz 4

**Components:** V

**Casting Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/level)

**Target:** 1 Creature

**Duration:** 1d4 + 1 rounds

**Saving Throw:** Will partial

**Spell Resistance:** Yes

This spell creates waves of time that flow from the caster into a single target making it move at an incredibly slow pace, as if she is in a mire or quicksand. The target feels as if everyone and everything is moving at breakneck speeds. Such affected creatures are granted only a 5-foot step and a free action each round. They also suffer -4 penalties to AC and Reflex saves, and are unable to jump. If the target succeeds at the saving throw he suffers the same penalties as if he was *slowed* (but with this spell's duration).

*Sands of time* counters and dispels *Haste*.

### Spell Doubler

Transmutation [Time]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1d4 + 2 rounds

**Saving Throw:** None

**Spell Resistance:** No

By advancing the synaptic relaxation of spellcasting for the duration of this spell the caster is able to cast two spells as a full-round action provided they are both single action spells and are of 4th-level or lower.

**Material Component:** A hummingbird's tongue and oak seeds.

### Temporal Arcane Shield

Abjuration [Time]

**Level:** Sor/Wiz 5

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

The shield created by this spell diverts attacks made in the present to a point in the future. Hit point damage (regular or subdual) is always halved, while condition effects (like being held, poisoned, slowed, etc.) have a 50% chance of being diverted in this way. Once the duration of *temporal arcane shield* ends, all of the diverted damage and effects immediately come into existence. The duration (if any) of these effects only begins at this time.

Use of this spell gives the caster time to prepare for the upcoming effects, but he can only take preventative, not curative, measures. Thus, if he knows he is going to be poisoned, he can cast a preventative *endurance* spell to improve his saving throw, but could not receive a curative *neutralize poison* because the poison does not exist until the allotted moment. Additionally, the nature of diverted damage is unchanged by the spell; thus, a chronomancer could cast *protection from elements* in anticipation of receiving the remaining 50% of a fiery breath weapon attack.

**Arcane Focus:** A broken clay piece sprinkled with sand.

### Temporal Mental Disjunction

Enchantment (Compulsion) [Mind-Affecting, Time]

**Level:** Sor/Wiz 7



As *modify memory* except that the caster can actually reverse mind-affecting spells and the change can be up to 1 day per caster level. Regardless of the effect, the target becomes fatigued.

### Temporal Push

Transmutation [Time]

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft + 5 ft/level)

**Target:** 1 creature

**Duration:** Instantaneous

**Saving Throw:** Will partial

**Spell Resistance:** Yes

This spell sends the target forward in the River of Time a number of rounds equal to half the caster level. Anything that blocks ethereal travel also blocks this spell. The creature is then brought back to the present in the same location after the specified time unless that location is blocked, whereupon the target is shifted to the nearest available space. During this time period, the creature is free to act and can heal itself, cast spells, or perform any other actions that do not cause it to physically move location.

If the target succeeds at the saving throw the temporal shift is halved and the caster must now roll a Will saving throw apposed by the target's save roll result. If the caster fails this save she is also transported to the future along with the target (for the same number of rounds).

### Timeless Eye

Divination [Time]

**Level:** Sor/Wiz 8

**Components:** S

**Casting Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

As the *sry* spell except that the caster can only examine the past, and there is no chance of the targets noticing that they are being scryed upon.

Note: It was from this spell that Fistantilus created an artefact, which he presented to Astinus of Palanthas.

### Timeless Sanctuary

Abjuration [Time]

**Level:** Sor/Wiz 6

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/4 levels

**Saving Throw:** None

**Spell Resistance:** No

This sanctuary allows the caster to withdraw to a pocket of Time to escape any kind of attack, with the exception of spells of the Time descriptor. The caster remains visible to others and aware of all events just as if he was present but he exists on the River of Time itself. Every round the caster has a base 75% chance + 1% per caster level of entering the time pocket.

### Timeheal

Transmutation [Time]

**Level:** Sor/Wiz 4

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will (harmless)

**Spell Resistance:** Yes (harmless)

The *timeheal* spell will allow the Keeper to heal the subject's body by bringing a healthier body forward from that creature's recent past. This spell can only heal hit point damage (regular or subdual). Poison, curses, mind-influencing effects and so on are not negated. Likewise, since the spell doesn't affect the mind, trying to heal a dead creature will only transmute its body into one in better condition, since the spirit of the deceased has already departed into other realms.

The Keeper is also limited by the period in which he can look for a substitute body. When the spell is cast the player must state how far he wants to recede into the past, up to a

maximum number of rounds equal to his Keeper level plus Intelligence bonus. The player is then informed of the status of the body and can choose whether or not to accept it. Regardless of the player's decision the spell is spent, and the Keeper must cast it again to look in a different round for a healthier body.

Unlike clerical healing magic this spell operates exactly the same on undead since the spell only replaces the target's body with one in better condition thus an undead can be "healed" using this spell.

**Material Component:** A bronze needle with a gold thread worth at least 1,500 stl.

### Timereaver

Transmutation [Teleport, Time]

**Level:** Sor/Wiz 9

**Components:** V, S, M, XP

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** You and touched objects or other touched creatures weighing up to 50 lb/level

**Duration:** Instantaneous

**Saving Throw:** Will negates (Harmless)

**Spell Resistance:** Yes (Harmless)

*Timereaver* sends the caster and up to seven creatures who are touching him backward or forward along the River of Time. Likewise, the spell also functions as a *teleport without error* spell allowing the caster to move in space and time simultaneously. Unlike *teleport without error* however, this spell does not use the Astral Plane but the Ethereal Plane instead, so anything that blocks ethereal travel also blocks the spatial dislocation feature of the spell (limiting the caster to moving through Time while remaining in the same space).

**Material Component:** A ruby worth at least 10,000 stl that must be crushed into dust as the spell is cast.

**XP Cost:** 5,000 XP + 10 XP per year travelled.



## Timeslip

Transmutation [Time]

**Level:** Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell allows the caster or any willing creature to immediately move into the future, by one round for every three levels of the caster. He appears exactly on the same spot except in the event it is blocked in which case he is shifted to the nearest available location.

**Material Component:** A diaphanous square of fine silk and a small piece of basalt.

## Weight of the Wait

Conjuration [Time]

**Level:** Sor/Wiz 7

**Components:** V, M

**Casting Time:** 1 standard action

**Range:** Touch (see text)

**Target:** 1 scroll (see text)

**Duration:** Until discharged (see text)

**Saving Throw:** Fort partial (object) (see text)

**Spell Resistance:** Yes (object) (see text)

This spell entraps time into a physical object. By casting this spell into the component scroll the chronomancer creates a time-bubble with a 10-foot radius. Inside this bubble time begins to flow infinitely slowly as it is syphoned into the scroll. The time bubble is invisible, but those outside of it may notice something is amiss with a successful Spot check (the DC is 30 if no other visual consequence is apparent). The border of the bubble acts as a *silence* spell preventing sound to enter or leave the time bubble.

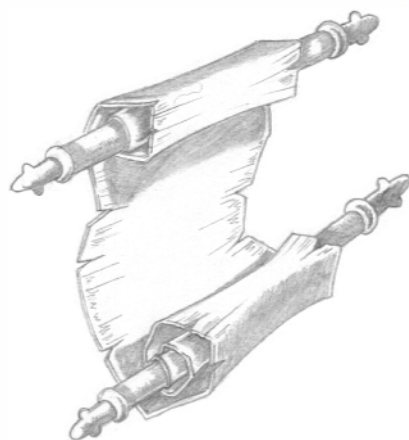
Looking from the outside, everything inside the bubble appears immobile (creatures just stand like statues, the flame of a torch is static, etc.—extreme situations which would mean that no Spot check is required to

notice something is wrong), while the exact opposite occurs when looking out. Creatures on the inside behave normally, and for them it's creatures and objects outside that appear frozen. Creatures can step into and out of the bubble as often as they please and remaining inside the bubble has no negative effects until the spell is triggered as described below.

The nefarious effects of this spell only come into being after the scroll is touched or moved 5 feet or more in any direction. When this happens, the spell releases all of the temporal energy it had been harnessing since it was cast affecting everything within a 60 feet radius. For example, if the spell was cast 10 years ago everything within a 60 feet radius is immediately aged 10 years. Objects decay, food spoils and rots and living beings age accordingly. Creatures are entitled a saving throw to halve the time received, while magical objects that fail their save immediately turn to dust (those which succeed gather cobwebs, dust and a few dents but remain otherwise intact). Artefacts are not affected by this spell. Creatures that are affected sufficiently to change

age category might experience other effects (see *Player's Handbook* page 93), though, if applicable, the target only suffers physical changes (Str, Dex and Con). If the aging brings a creature equal to or above its allotted lifespan then it dies in 1d4 rounds.

**Material Component:** A parchment scroll with a clay seal, embedded with two sapphires carved in the shape of an hourglass totalling 300 stl.



## SOURCES

I'd like to thank Tracy Hickman for his vision in creating the first official D&D Third Edition adventure. *Anvil of Time*, first published on *Dragon Magazine* #86 was the definite inspiration for me to write the Keeper of the Anvil prestige class and to create the underlying system for chronomancy. The following two non-Dragonlance products were used as references for some of the spells presented in this article. Many thanks to Loren Coleman and Robert R. Cordell respectively for two of my favourite AD&D products.

- *Chronomancer*
- *Return to the Tomb of Horrors*

## About the Author

Richard Connery has been running his current Dragonlance campaign for 4 years now, transferring it to D&D 3E rules in the middle of the War of the Lance. He still hopes to run a Masque of the Red Death campaign with his regular players someday. Richard's other interests include graphic design, programming and reading as much as he can, from physics papers to fantasy literature.